

TIMOTHY ZAHN RETURNS WITH MARA JADE

STAR WARS INSIDER

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CLONE TROOPER

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NEW JEDI
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FACTS

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Prequel Update

by Jane Ireno Kelly

Producer Rick McCallum talks about how the days are getting more intense now that the first rough cut of Episode III is coming together, and how the film's elements – like the new clone trooper – are designed to build a visual bridge to Episode IV.

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by Jason Fry

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If the new clone troopers look familiar, it's no coincidence. *Star Wars: Episode III* brings the saga full circle to *A New Hope* in both style and story. Digital Image by Industrial Light & Magic.



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by Randy Martinez

Barak on, Darth.

In western Oregon there's a bathroom with my name on it.

It's the Betsy Mitchell Memorial Bathroom, and it exists – although I've yet to visit – in the home of Timothy Zahn. Tim and his wife, Anna, dedicated it to me a dozen years ago, when they moved to their lovely new residence after a lifetime in the cold Midwest.

What did I do to deserve such an honor? I suggested that Tim should write the first *Star Wars* titles published by Bantam – a writing assignment that turned into the number-one best seller *Heir to the Empire* and its sequels, and turned Tim into the most popular *Star Wars* author of all time.

It had been Spectra publisher Lou Aronica's idea to get in touch with Lucasfilm and ask to publish a new line of novels based on the *Star Wars* films. Lou sent a pitch letter to California and waited – for months, as I recall – for an answer.

Lucasfilm's answer to Lou – that they were interested enough to discuss the possibility of new books – was the equivalent of Noah's dove returning with a leafy branch. The contract took months to negotiate, but the Spectra editors started jockeying for position almost immediately. Whose author would receive the plum opportunity of reintroducing the *Star Wars* universe to its long-deprived fans?

The Bantam author list was strong, and we wanted to give the assignment to one of our own writers rather than recruit from another house's list. But not just any author could take on this job. We wanted someone who was a true fan of the films, comfortable writing action/adventure fiction, and already known in the science-fiction field.

We debated over many well-known and award-winning authors, some of whom were great fans of *Star Wars*. Discussion stopped when I hesitantly brought up the name of Timothy Zahn.

Why hesitantly? It wasn't that I didn't think he'd be great for the job; I'd followed Tim's career since he and I were members of the "Analog Mafia," a consortium of *Analog* magazine contributors and editors. As managing editor in the early 1980s, I had watched his talent grow – in fact, he'd won a Hugo Award for Best Novella in 1984 for one of his *Analog* stories. And I'd been his editor at Baen Books, where we published *Cobra* and other excellent military/adventure novels. Plus, he was a huge *Star Wars* fan.

No, I was hesitant because Tim had joined the Bantam list just a few weeks earlier. The ink was barely dry on a contract for three books, none of which he'd even yet begun writing. The *Star Wars* assignment would mean three more – a total of six books contracted before a single one had been written, very unusual in the publishing world. But it didn't matter. As soon as his name came up Lou Aronica recognized that he was Bantam's best choice for the job.

It was an immense pleasure when, about a year later, I called Tim and pretty much shrieked at him over the phone that he was number one on the *New York Times* list. And an even bigger thrill to be able to tell him that his first royalty check was a healthy six figures.

Which is how I got that memorial bathroom. The success of *Heir to the Empire* allowed Tim and Anna to make a long-anticipated move to Oregon and to buy a home of their own.

Tim says that the whole experience was like coming full circle. "I had the movie soundtracks, and I played them while I was writing, back when I was an unknown," he told me. "I remember thinking that if George [Lucas] could come out of nowhere to become such a huge success, then so could I. It's ironic that he's the reason it happened."

Well, Tim, George may have created *Star Wars*, but you have made a part of that universe your very own. Thank you, from all your many fans.

Betsy Mitchell

Betsy Mitchell

Editor-in-Chief, Del Rey Books

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The e-mail and letters have been rushing in like a swarm of TIE fighters over a Corellian freighter, and they're proving that there's no end to the variety of Star Wars fans reading Insider. By now you've already sent us a postcard with your haiku dedicated to the galaxy far, far away, but don't let that stop you from sending another one telling us what you liked about this issue and what you'd like to see in future months.

Film Fan

I just got Insider 72, and I haven't been able to put it down. In response to editor-in-chief Dave Gross' question "What type of fan are you?" I'd call myself a movies-toys-Insider fan. I don't get into things that aren't in the Star Wars films, mainly because there is so much in the films themselves without an Expanded Universe to worry about. I'm not saying that I dislike the novels and such; I just prefer the films (and their novelizations).

I don't own every Star Wars toy ever made, but my collection is big enough to collect enough dust to keep someone sneezing for a while. And, of course, I love your magazine! I especially enjoy "Republic HoloNet News" and "Set Piece." I have learned a lot about sets and filmmaking from these articles. I especially enjoyed the Emperor's Throne Room scene in Insider 72, but the prequel sets in Insiders 70 and 71 were great as well.

I hope someday to be a filmmaker, and Star Wars has influenced me. I appreciate your articles about the nitty-gritty of how each Star Wars film goes from concept to screen. The interview with Stuart Freeborn was amazing. This issue also kept me reading, with its revealing look at prequel costume designs. How Freeborn used Einstein as a model for Yoda's face and how Trisha Biggar made Padmé's wedding dress reflect



Leia's Senatorial garb in the future fascinated me. However, the real gem this month was the article about the Return of the Jedi speeder-bike chase scene, which has to be one of my all-time favorite scenes from any Star Wars film.

Thank you for making a magazine so enjoyable. As Admiral Ackbar says, "May the Force be with us!"

DANIEL SAVINO
NEW YORK, N.Y.

Be sure to let us know what you think of this issue's "In Focus" (p. 44), also by Ron Magid, the author of the speeder-bike article. In fact, Ron is brainstorming new topics for 2004, so now is a great time for requests.

Bookish

I'm probably one of the weirdest Star Wars fans there is. To start with, I didn't get into Star Wars until the special editions came out, and I only saw them because my friends forced me to see them. I'm probably one of the few who read *Shadows of the Empire* between my first viewings of *Empire* and *Jedi*. Also, I am probably one of the only fans who like the books better than the movies. I hated seeing the Death Star in *Clones*! I met my husband because of Star Wars, and we have now been married for three years. We have a 10-week-old son who we will make into a big fan. I am a member of the best Star Wars

Rebel Rumblings, continued on page 91

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Insider 74

About the Contributors



Jason Fry is an editor and columnist for a newspaper Web site. He lives in Brooklyn, N.Y., with his wife and baby boy, who already has a startlingly complete set of *Star Wars* figures set aside for him. He is also fanatic about the New York Mets.



Veronica Whitney-Robinson hides in the woods of Washington with her own personal petting zoo. She has been a Peace Corps volunteer in Africa, a veterinary assistant in New Zealand and a marine biologist in Seattle.



Craig R. Carey is a longtime *Star Wars* writer and the author of several children's books and outdoor articles. Currently based in California, he was last seen on the rugby grounds of Dunedin.



Betsy Mitchell received a degree in journalism from the University of Nebraska at Omaha and spent two years as a reporter for the *Omaha World-Herald* before moving to New York City. She served as managing editor of *Analog* magazine, senior editor of Baen Books and associate publisher of Bantam Spectra, and she founded the Aspect line at Warner Books before joining Ballantine as editor-in-chief of Del Rey in 2002.



When not sitting at a data terminal playing *Star Wars* historian, **Josh Radke** volunteers his time as a key member of the *Star Wars* CCG Players' Committee and pursues a freelance writing career.



Mike Selinker is a game and puzzle designer of occasional renown. His crosswords have appeared in *Games* magazine, the *New York Times* and many other publications. Before he dies, he would like just one ride in John Milner's boss yellow deuce coupe from *American Graffiti*.

PREQUEL

"Everyone's schedule is more intense than it was before Christmas because we've got the ILM connection."

—Rick McCallum



In April, George Lucas and producer Rick McCallum will be heading over to England to begin pickup shooting for Episode III with a newly assembled crew at Elstree Studios in London. This phase of production will come after more than a month of what McCallum calls "soul-searching" — that time period after the first rough cut of the movie has been completed and the fine-tuning of Episode III really begins.

Last November, McCallum said the Episode III crew was striving to have the first rough cut of the film completed by the end of 2003 — an ambitious goal that was nearly accomplished.

However, when we met with McCallum at Skywalker Ranch on January 6, he did not seem worried about the slight delay in the production process. At that time, McCallum said the first rough cut of what will become a two-hour-plus movie was "75 percent done" and he expected it to be completely finished by January 30.

"The end of January is when we'll really start tweaking things and thinking about new scenes to add," said McCallum. "February and early March will be the time when we'll examine what works, what doesn't work, and what we could do better. Of course, we do this soul-

searching throughout production — right up through 2005 — but this is probably the biggest hit we'll take, and it will likely result in our most complicated shooting."

A crucial deadline was met on January 8 when the visual effects crew at Industrial Light & Magic received the first major action sequence of Episode III, which features an intense and fast-paced space battle between Republic and Separatist forces. In the early morning of January 8, a small group of ILM staff — along with Lucas, McCallum, editors Ben Burtt and Roger Barton, ILM visual effects supervisor John Knoll, animation director Rob

The New Clone Trooper

SWI: What inspired the look of the clone troopers that will appear in Episode III? Rick McCallum: "Even before George had the story outline for Episode III, he had a few rock-solid ideas for the art department to work on. He wanted this film to show the galactic scope that the Clone Wars had expanded into, mainly by showing battles happening in many locations. Also, George wants everything to move visually closer to Episode IV. When we told the art department what we wanted, they went into Photoshop and took a clone trooper and a stormtrooper and came up with a design that was halfway between the two. George approved

it, and for a few weeks after that, the team cranked out a whole lot of concept art showing the new clones fighting in some really exotic locales."

Clone Trooper Paint Variations

Episode III Art Department artist Alexander Jaeger prepared some potential paint variations for clone troopers in various theaters of battle for the next *Star Wars* movie. He used an existing clone trooper model from Episode II for this rendition. Art courtesy JAK Productions.



UPDATE

FOR EPISODE III

by Jane Ione Kelly

Coleman, and Art Department supervisors Ryan Church and Erik Tiemens – assembled at the company's "C Theater" in San Rafael to watch this 20-minute sequence as part of the first run of "dailies" for 2004 – a weekly occurrence at ILM during movie production.

After the initial presentation of the battle sequence – which included placeholder visual effects created by the Animatics Department – Lucas asked Knoll to replay various portions of the sequence so that he could explain, in great detail, what he did and did not like about certain shots. The discussions centered around where and when to include certain special effects, such as explosions or laser blasts; which items or characters needed to have something about their "personality" enhanced; and also, whether or not the action in or pace of specific shots needed to be scaled back so as to preserve the film's "readability" for the audience.

Lucas told the group he'd had a feeling before that morning that some of the 400-plus shots in the sequence would appear faster on the big screen than he believes would be ideal, based on what he had seen while editing on "the small screen" at Skywalker Ranch, where they had "tried to slow down" the pace of the battle sequence in certain spots. Lucas said that morning was the first time he'd watched the beginning of Episode III in a true movie theater environment, and he remarked, with a smile, "I've seen this [sequence] before, but not as big as this."

The two-hour session ended with a promise from Lucas to Knoll that the first two reels of Episode III would be delivered to ILM "very soon." He also informed Knoll that "52 more scenes" were being turned over that week to the Animatics Department at Skywalker Ranch, and – acknowledging the huge workload

looming ahead for ILM – added with a laugh, "and as they go, so go you." (Several of the visual effects crew present responded with nervous laughter.)

Prior to the meeting at ILM, McCallum told *Insider* that "the process of beefing up the staff at ILM was still in motion and would probably be completed by June," when the goal of having "about 150 workstations" in place would be reached.

Also that week, McCallum said arrangements were being made for Frank Oz to attend an ADR (Automatic Dialogue Replacement) session where he would work on creating "the first guide track for Yoda" that will be used in Episode III. McCallum said he and Lucas planned on attending that January session, as well.

On January 12, Lucas attended one of his daily sessions with the Animatics Department at Skywalker Ranch, and for this meeting, requested the presence of the art team of Church and Tiemens. (McCallum said that during January, Lucas was spending "about three hours up there with the animatics group every day.") In these daily meetings, Lucas observes – while taking a few minutes to refuel with a quick lunch after a long morning of editing – new footage unveiled by the animatics team. He reviews and approves literally every frame of Episode III as it develops. (Even a casual stroll through the Art Department reveals evidence of the director's heavy involvement: the room is filled with concept and final artwork for Episode III that Lucas has marked personally with a stamp of approval, usually a red "OK.")

That day, the animatics team showed Lucas a rough cut of a very powerful sequence that will take place in the latter half of Episode III. After watching the 5-10 minute segment,

Lucas asked to view certain shots again and made very specific recommendations to the animatics team for fine-tuning the sequence. This included discussion about how certain Jedi would react in the given situation, and how much time should pass between each significant moment in the scene.

There was also talk about what kind of vehicles should be used in the scene – a decision that is not as simple as Lucas' telling his team, "I want to put this vehicle here." Instead, Lucas, along with the art and animatics staff, talked at length about what vehicle would work best in the scene's environment – if it would move fast enough for the action required, or if it would be maneuverable in the terrain being considered for the scene.

Many vehicles at this stage of production haven't even been fully realized yet by the Animatics Department – they still exist only as detailed drawings in a portfolio created by the Art Department and approved by Lucas. For this particular discussion on January 12, Lucas asked Church to retrieve the thick art portfolio so they could review vehicle choices. Once Lucas decided what he would like to see in the scene, the team talked about how certain features of the selected vehicle might operate – something they really do figure out as they go along.

McCallum said that the Animatics Department would be "very, very busy right up through January 2005." He added, "Everyone's schedule is more intense than it was before Christmas because we've got the ILM connection right now – and we are three weeks behind schedule with the first rough cut. Things are really going to pump up in February, however – although I know that even then, there will be so much we still can't tell you about!" ☺

Photo by Pablo Hidalgo



Photo by Keith Henderson



Remember this bug-eyed alien from the last *Star Wars* movie? No? Well that's because the mask here is actually the back of the head of a Tarnab, the species to which Senator Mot Not Rab belongs. The mask was designed to be reversible to represent two different aliens, but the back was never used. Instead it's covered by a full head of hair.

The comings and goings of the warriors who will become the Emperor's Royal Guards during the course of *Star Wars: Episode III* provide a bright spot of color in an increasingly drab galaxy.

Getting ready for his breakthrough appearance, actor Ewan McGregor (Obi-Wan Kenobi) gets ready to emerge from a cave-like structure on strange new planet in *Star Wars: Episode III*.

Senator Padmé Amidala pours out her fears and concerns to her husband, Anakin Skywalker, in a touching moment in the Senator's apartment on the planet Coruscant.



Photo by Pablo Hidalgo



Photo by Merrick Martin

Photo by Menck Morton.



Photo by Menck Morton.



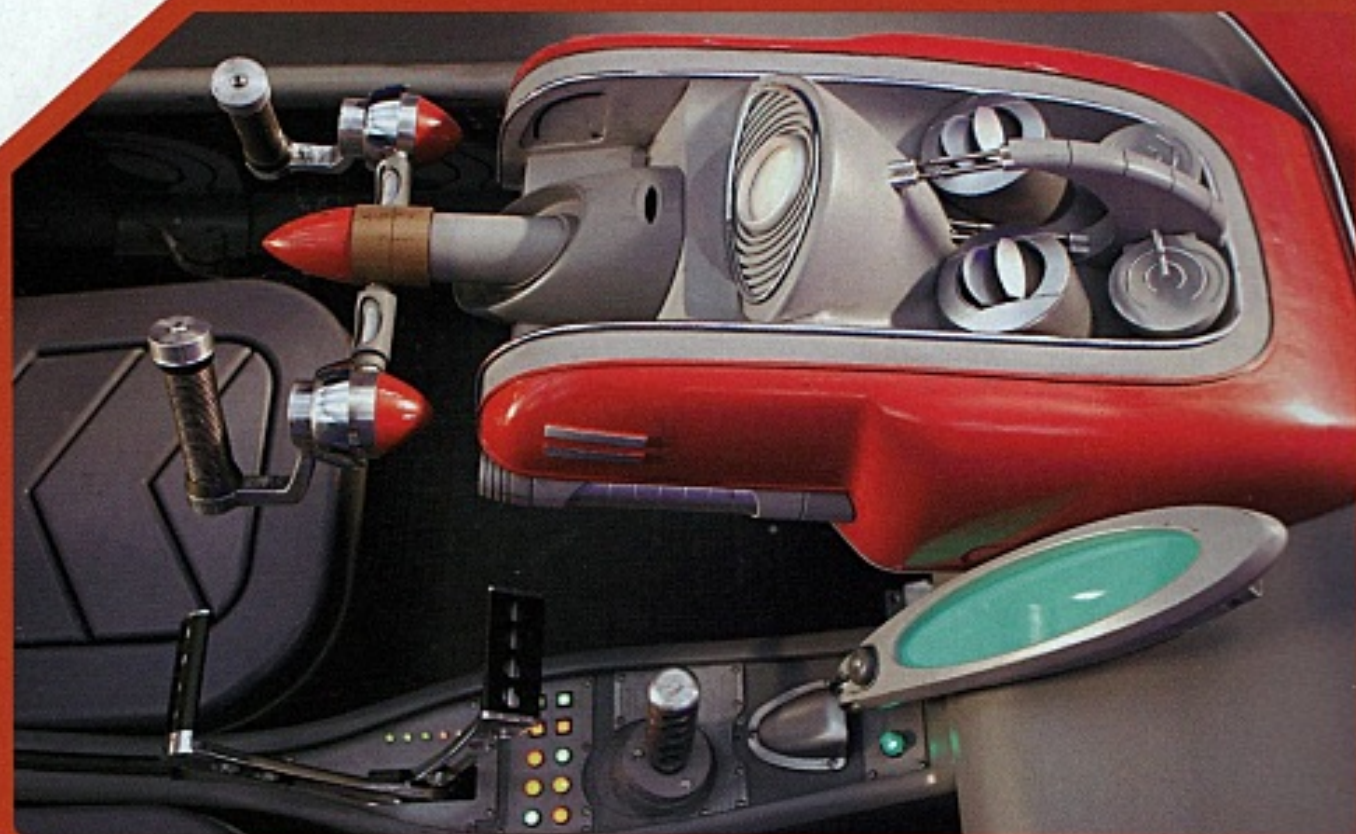


Photo by Paul Tiller

Talk about a street-ready hot rod! This interior shot of the cabin on Senator Bail Organa's speeder makes us think that behind his cool, unflappable exterior lies the heart of a speed racer.

The set for the Trade Federation cruiser bridge, with its elaborate control panels and lighted viewing screens, shows the attention to detail that is so much a part of the *Star Wars* movies.

Actor Ewan McGregor, who plays Jedi Obi-Wan Kenobi, gets set for a critical scene and confrontation with Senator Padmé Amidala in the living room of her Coruscant apartment.

A padded Natalie Portman (Senator Padmé Amidala) chats with Director George Lucas prior to filming a scene on the veranda of the Senator's Coruscant home.



Photo by Paul Tiller

Photo by Paul Tiller



Is steering an alien ship as easy as playing a *Star Wars* video game? We doubt it, but these steering controls on the bridge of the Trade Federation cruiser may leave some room for discussion.

This as-yet unnamed alien Senator (played by Nicholas Ferguson) was derived from an initial exploration by Creature Shop Creative Supervisor Dave Elsey for Darth Sidious. After he found out the look that George Lucas wanted for the man under the hood, he repainted and repurposed the mask for the senator.

If you've always wanted to build your own holographic projector, here's a start: a close-up of a control panel for such a device in the Jedi Temple briefing room.

Not a place for claustrophobes! A vent shaft that snakes its way through the huge Trade Federation cruiser is one of the tighter sets used in making *Star Wars*: Episode III.

Photo by Keith Hernandez





Photo by Paul Tiller

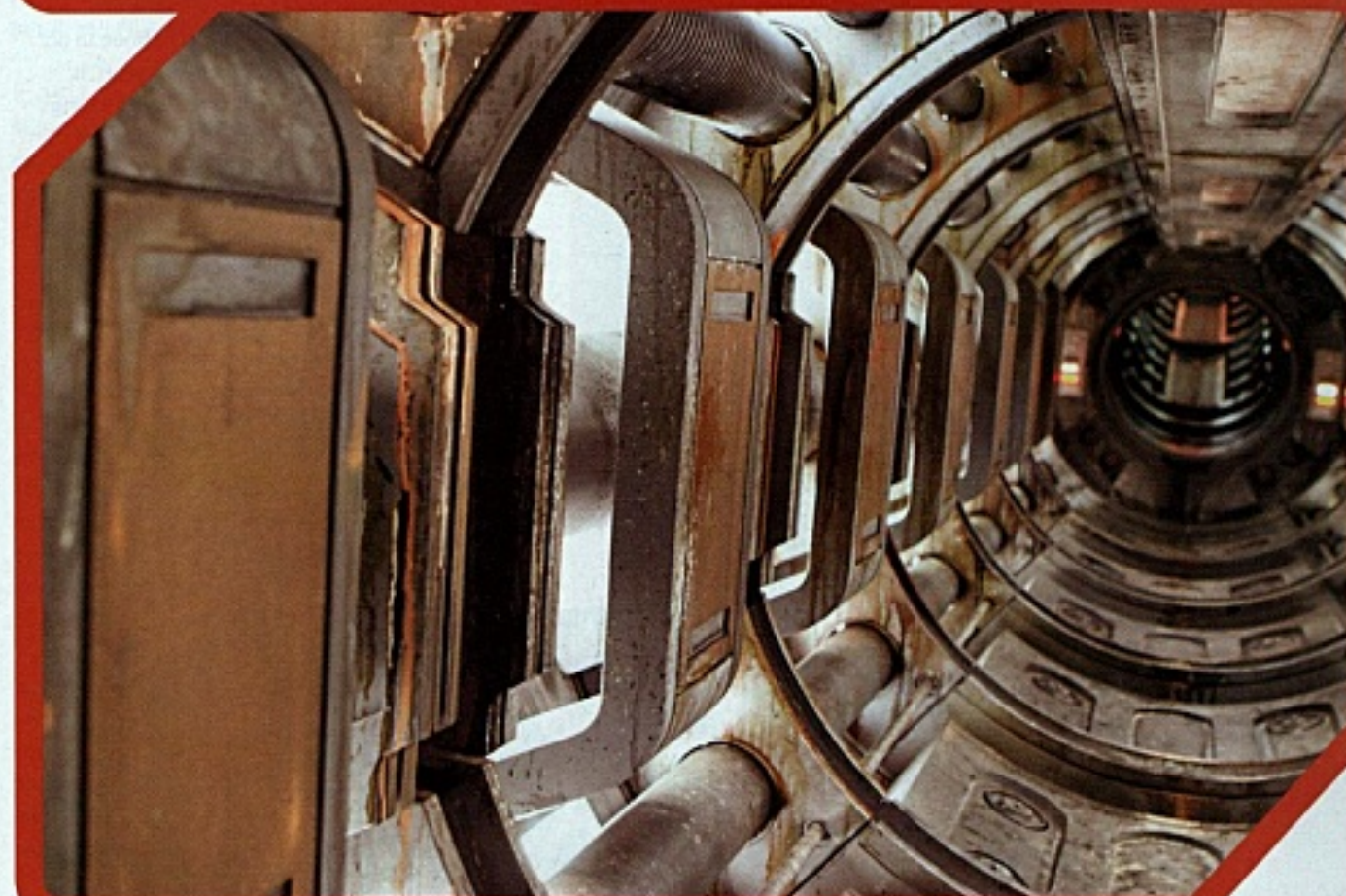


Photo by Darryck Menzies

STAR

Oh Ewan From *Variety* to *Billboard*

» Not satisfied to conquer merely the silver screen, **EWAN MCGREGOR** (Obi-Wan Kenobi) is gearing up to take on the music industry, according to the UK's *Sun* newspaper. The multitasking actor, who performed three songs in the hit film *Moulin Rouge!* and a duet with Renée Zellweger in *Down With Love*, has teamed up to record

more songs with music producers from *Moulin Rouge!*

"I love to sing," McGregor says. "I've always sung, but I've never considered myself a professional singer." The screen crooner says he's eager to get back to the recording studio. "We've recorded two or three songs since we finished the film," he told the *Sun*, adding, "If we continue to do that over the next three or four years, it would be nice to think we'd have 14 songs we could then put on a CD and take to a record company. I would love to have an album out, so we'll see what happens."

McGregor expresses some trepidation about getting into the music business, however, and seems particularly concerned about how the industry has evolved over the years.

It Don't Mean a Thing If It Ain't Got That Swing

Ewan McGregor takes a swipe at the music industry with his upcoming rap song. No "Solo" performer, the leading man has previously proven his tuneful talents in onscreen duets with Nicole Kidman and Renée Zellweger.



From the World of Lucasfilm

NEWS

by Benjamin Harper and Jenny Scott

"It no longer seems possible to record an album and see how it does," he says. "You need to market it, too. It's a big commitment to go out and sing live and perform on chat shows – I wouldn't put myself through it."

McGregor's critique of music-industry insiders isn't reserved only for "suits": *Ireland Online* reports that the singing Jedi recently recorded a rap song that harshly criticizes the "live fast, die young" lifestyles of rock stars. Written by avant-garde composer Simon Boswell, the song makes references to Sid Vicious, Jim Morrison, Jimi Hendrix and Marc Bolan. It also features a cameo by British actor Ray Winstone.

Easy Rider

Music isn't the only thing keeping McGregor busy these days. According to *Variety*, the actor will soon star in an intriguing "docu-series" from Elixir Films and Image Wizard TV entitled *Long Way 'Round*.

Nice work if you can get it: For the series, McGregor and good friend Charley Boorman (son of director John Boorman), whom he met on the set of 1997's *The Serpent's Kiss*, will motorbike around the world. Their road-trip adventures will be captured on film.

Shooting on *Long Way 'Round* began in January and will continue through August. When all is said and done, McGregor and Boorman will have covered about 20,000 miles and adventured their way through London, New York, Siberia, Kazakhstan, Mongolia and Alaska. *Long Way 'Round* is set to air this fall and will comprise either 10 one-hour episodes or 13 half-hour episodes.

Speaking of motorcycles, *Faster*, a feature-length documentary narrated by McGregor that peeks into the world of the Motorcycle Grand Prix, has been touring the country with the Cycle World International Motorcycle Show. Some of the proceeds from these screenings benefit Riders for Health, an organization that maintains working motorcycles in rural Africa, among other endeavors. The documentary will ultimately visit 13 cities and is expected to be released on DVD soon.

The Clothes Make the Jedi

Not only is Ewan McGregor a talented actor and crooner, he's also a darn snappy dresser, according to the Lycra British Style Awards. The event, which took place last fall at London's Old Billingsgate Market and was hosted by former *Baywatch* star Pamela Anderson, drew throngs of celebrities, models and fashion designers. McGregor was awarded the Most Stylish Movie Actor Award, while Minnie Driver won the Most Stylish Movie Actress Award. The winners were selected by a panel of more than 1,000 members of the fashion industry.



CARTOON NETWORK



Size Matters Not

They were each only three minutes long, but the first 10 episodes of the *Star Wars: Clone Wars* "micro-series" made a gigantic impression with TV viewers when they aired last November. In its first full week, *Clone Wars* produced double-digit delivery and ratings increases for Cartoon Network over the same time period the previous year. Viewership was particularly strong among male viewers, but increases were also made in other demographic categories over the combined time periods *Clone Wars* aired (7:30 to 8:00 p.m. and 9:30 to 10:00 p.m.): kids 6 to 11 (39 percent increase in delivery, 42 percent increase in ratings); kids 2 to 5 (32 percent and 35 percent); teens 9 to 14 (65 percent and 71 percent); and young adults 18 to 34 (237 percent and 200 percent).

The record audience also helped to drive Cartoon Network's "Fridays" franchise (7 p.m. to 12 a.m.) to number one in its time period among ad-supported cable networks for delivery and ratings for boys, tween boys and teen boys. It also sent record numbers of fans to the the Cartoon Network website: During the first week the micro-series aired, CartoonNetwork.com posted a record 3.5 million unique visitors, up 55 percent from the previous year. The *Clone Wars* area of the website was particularly busy, setting new highs in November for number of unique visitors (3.7 million) and page views (55.7 million). To date, the *Clone Wars* site has had 100 million hits.

The story of *Clone Wars* continued where Episode II left off – at the beginning of the *Clone Wars*. Produced at Cartoon Network Studios, the micro-series was created by an animation team led by Genndy Tartakovsky, the creator of *Samurai Jack* and *Dexter's Laboratory*.

The next – and final – 10 episodes of *Clone Wars* will air in March and April.



Rebels (And Others) With a Cause

NATALIE PORTMAN (Senator Padmé Amidala) was sighted helping out with an important charity event in New York City last year: the 10th annual Kids for Kids Celebrity Carnival. The carnival, which is underwritten by Nickelodeon, raises money for the Elizabeth Glaser Pediatric AIDS Foundation, a nonprofit organization that raises money for HIV/AIDS research, education and outreach worldwide.

Some of the world's top fashion designers, such as Donna Karan, Giorgio Armani and Diane von Furstenberg, created pants inspired by *SpongeBob SquarePants*. The trousers were showcased at the event and then auctioned on eBay to raise funds for Kids for Kids. Actress Whoopi Goldberg and Tom Kenny, the voice of *SpongeBob SquarePants*, co-hosted the carnival, while other celebrities, including Portman, volunteered to work the game booths or serve in other carnivalesque capacities. The event raised more than \$1 million.

The cause-conscious Portman also helped out another unusual charity event – the Celebrity Shoes for Orphans auction, which raised money for Buckner Orphan Care International's Shoes for Orphan Souls program. Celebrities such as Robin Williams, Helen Hunt, Tom Hanks and Courteney Cox donated their shoes, which then toured the country as a traveling exhibit until they reached their final destination – Queens Center in New York City. Portman donated a pair of ballet slippers she wore as a child. The Shoes for Orphan Souls program has collected and distributed more than 700,000 pairs of shoes for orphans worldwide since its first auction in 1999.

EWAN MCGREGOR, too, continued to do good works in late 2003 – he donated autographed DVDs of *The Phantom Menace* and *Attack of the Clones* to an auction to raise money for his favorite charity, the Children's Hospice Association Scotland. The pair of DVDs, for which bidding started at £100, were part of a

drive to raise money for Robin House, the charity's newest hospice.

Jango Fett, rugby fiend? Native New Zealander **TEMUERA MORRISON** took part last year in an awesome attempt to rally support for his home rugby team, the Warriors, when they were up against the Raiders in Sydney, Australia. Morrison, along with two Maori warriors from the Tuwharetoa tribe of the central North Island region of New Zealand, led their home team onto the field and then performed an ancient Maori ritual to raise support for their team. As if that weren't impressive enough, 10,000 tickets were given to fans of the Warriors to give them a feeling of "home-team advantage" while they were playing in Australia. That's some team spirit!



Let Us Have It

Insider is putting together a new *Star Wars* events calendar, to be updated for each issue, and we need your help. If you'd like to include an event in the calendar, please send a press release – ideally four months in advance of the event – to insider@paizo.com or SWI Calendar, *Star Wars Insider*, 3245 146th Place SE, Suite 110, Bellevue, WA 98007. Don't have a press release? Send the following information instead:

- Title of event
- Type of event (convention, star appearance, author signing, live RPG, Ewok battle re-creation, and so on)
- Date(s) of event (plus other applicable dates, such as preregistration deadlines)
- Location of event (include address and phone number, if available)
- Cost of event
- How to register and/or purchase tickets, if required
- Contact info for organization or individual coordinating the event (name, phone number, e-mail address, website)
- Your name and contact info (in case we have more questions)

We also welcome your news tips and story ideas for "Star News" and "Star Sightings." If we use your idea, we'll try to thank you in the article. Send tips to insider@paizo.com.



Accolades for KOTOR

There's no stopping *Star Wars: Knights of the Old Republic*. The phenomenally popular video game – which has been winning praise from both players and game reviewers since its release last year – was named "Game of the Year" by GameSpy.com

Developed by the Canadian electronic-entertainment company BioWare Corp. and published by LucasArts, *Star Wars: Knights of the Old Republic* also took home the 2003 Golden Joystick Award for Xbox Game of the Year awarded by UK magazine *Computer and Video Games*. In addition, it garnered the SpikeTV Video Game Awards prize for Best Fantasy Game, as well as Amazon.com's awards for both Xbox Game of the Year and overall Game of the Year. Amazon reviewers called the *Star Wars* RPG a "must-have" and a "masterpiece."

At press time, the game's reviews at GameRankings.com average a 94 percent and 92 percent, respectively, for the Xbox and PC platforms, making it the best-reviewed Xbox release of 2003 and the second-best-reviewed 2003 PC release. The Xbox and PC versions are currently rated as the first- and second-best RPG games of all time, and the Xbox version is the 18th best-reviewed Xbox game of all time.

Knights of the Old Republic is set a few years after the Mandalorian Wars, during the

Golden Age of the Republic, and engages players in an epic conflict: Four thousand years before the rise of the Empire, the Jedi are in all-out war against the Sith. Fleets battle in space while dark Jedi Masters plot to unleash an ancient technology. Players are cast as novice Jedi, walking a tenuous path between the dark and light sides of the Force, with the fate of the galaxy hanging on their actions.

In their praise of the game, reviewers point to *Knights of the Old Republic's* straightforward game play (based on Wizards of the Coast's d20 RPG system) and compelling nonplayer characters. "Unlike the faceless nonplayer characters of other games," says the Amazon.com editorial review, "each member of the supporting cast has an intriguing history and even agenda." IGN.com's review explains, "Every NPC you interact with is unique so you never 100 percent sure how someone will react. A heroic, upstanding figure might be easily intimidated if you threaten them with violence, just like a ruthless underworld fig-

ure might respond to your kind and encouraging words in unexpected ways."

Critics also laud the game's beautiful graphics. "The size and scope of most environments is simply unparalleled, making it seem as if the game world continues beyond the confines of your television screen," reads the *Avault* review, while IGN.com raves, "The locations in KOTOR are so beautifully rendered, you've got to think that George Lucas himself would want to pay a visit to BioWare to find out how they created such impressive digital mountains and buildings."

Released last July, *Star Wars: Knights of the Old Republic* broke records for Xbox-game sales, selling through its initial allocation in just four days and selling more than 270,000 units in two weeks. The PC version, which shipped in mid-November, is selling steadily as well. 🗲



STAR SIO

» Hayden's Green Obsessions

Fresh from his success in *Shattered Glass*,

HAYDEN CHRISTENSEN

(Anakin Skywalker) has been making some confessions regarding some, um, eccentricities. The young actor told gossip columnist Baird Jones that he has a collection of 30

toy frogs that he drags around with him when he's traveling. Christensen started collecting frogs when he was working on the 1996 TV movie *No Greater Love*, which co-starred Kelly Rutherford (*Melrose Place*, *Scream 3*). During filming, Rutherford gave him what he calls a "generic, green, cloth-covered frog," which remains his favorite to this day. Christensen claims to share this passion for toy amphibians with pop star Pink, but says her collection is only half the size of his.

Anyone for tennis? Contactmusic.com revealed recently that Christensen asks to have a table-tennis table on a film set when he's working so that he can practice between takes. The actor was a talented



Christensen in the 1996 TV movie *No Greater Love*

player before he started acting full time, and he enjoys challenging people to games.

"I'm competitive," he says. "When we were making *Shattered Glass* we had a pingpong table on the set, and in between every shot [actor] Peter Sarsgaard and my brother Tove would rush back to the pingpong table, and we'd have an ongoing tally like 43-32." He adds,

"Even when my brother and I go home we have a pingpong table there. At Christmastime we'll keep a tally, and it'll get up to like 150-139." Good times ...



Coming Attractions

BAI LING (Bana Breemu in Episode III) will star in the newest Spike Lee film, *She Hate Me*, with Rosario Dawson, Whoopi Goldberg, Woody Harrelson and John Turturro. The story revolves around a former biotech executive who, when fired from his job for exposing corrupt business practices, must turn

to alternative forms of employment to get by—such as "impregnating high-powered lesbians." The film's release date has not yet been announced.



GENEVIEVE O'REILLY

(Mon Mothma in Episode III) will appear in the film *Right Here Right Now*, due later this year. The story revolves around five adults who have been friends since childhood and must come together when one needs help.

TERENCE STAMP

(Chancellor Valorum) will feature in *Dead Fish*, a scheduled 2004 release that co-stars Gary Oldman and Billy Zane. The plot, according to the

Internet Movie Database: "Traitors, killers and lovers collide in London."

According to the *Z Review*, a British film website, **KEIRA KNIGHTLEY** (Sabé) has been sent the script for a film version of *Knightmare*, a cult-favorite TV game show from the 1990s. When it originally aired, *Knightmare* involved blindfolding a child (a "dungeoneer") and sending him or her off on a quest in a blue-

walled room, over which was superimposed a dungeon. In its newer, higher-tech incarnation, anything could happen. British actor Christian Morgan (*Solitaire*) is rumored to be starring in the upcoming fantasy film.



FIGHTINGS

by Benjamin Harper

Poster

Star Wars poster artist **DREW STRUZAN** was selected to create the theatrical poster for the much-anticipated film adaptation of the cult-favorite comic book, *Hellboy*, according to the film's official site. Director Guillermo del Toro was quoted as saying, "We are so lucky. At this very moment Drew Struzan is working on the final rendering of the *Hellboy* poster coming out in theaters in November."



King, Aida) is said to be lined up to provide the film's music.

Music, Music, Music

CHRISTOPHER LEE (Count Dooku) has surprised us all – he's gone heavy metal. Rhapsody, a well-known metal band, has drafted Lee, who is a classically trained opera singer, to perform "powerful narrations" on their new album. Lee also supplies lead



vocals in what christopherleeweb.com calls a "dramatic orchestration epic." Recording was set to begin in November 2003.

JOHN WILLIAMS (*Star Wars* composer) was Grand Marshal of the 2004 Rose Parade in Pasadena, Calif., on New Year's Day. The theme for the event: "Music, Music, Music." Said Williams, who was chosen by the Tournament of Roses back in September, "I've never been to

the Rose Parade, so I can't wait." Williams also was scheduled to conduct the New York Philharmonic in a concert entitled "John Williams: The Art of the Score" at Lincoln Center in New York City in February. 🎵



BRIAN BLESSED (Boss Nass) has landed a role in a 2004 British television film called *The Legend of the Tamworth Two*. Based on a true story, the film follows two pigs, Butch and Sundance, who escape from a slaughterhouse and remain at large for a week



despite efforts to capture them.

EWAN MCGREGOR will lend his voice to Disney's upcoming animated feature *Gnomeo & Juliet*. McGregor plays Gnomeo opposite Kate Winslet (*Heavenly Creatures*, *Titanic*), who plays Juliet.

Dame Judi Dench (*Mrs. Brown*, *Iris*) is also reportedly lending her voice to the animated retelling of Shakespeare's tragedy, *Romeo and Juliet*. The songwriting team of Elton John and Tim Rice (*The Lion*



JUMP TO HYPERSPACE STAR WARS.com

by Pablo Hidalgo, Internet Content Provider
edited by Paul Ens, Director of Lucas Online

The Best of Hyperspace

Subscribers to the premium content on starwars.com enjoyed live webcam updates, chats with cast and crew, and a daily set diary by Internet Content Provider (and *Insider's* Q&A guy) Pablo Hidalgo. For those *insider* readers without a computer or Internet connection, here are a few choice selections from the past year's special features. If you're already connected, look for more great Hyperspace features as pickup shots for Episode III approach.



Webcam

No one was safe from the webcam during production of *Star Wars: Episode III*. No one mugged for the camera more than visual effects supervisor John Knoll (being throttled, second from top right), who used the visiting fan-club editors as pawns in his own mini-webcam movie. Subscribers to Hyperspace enjoyed far more intriguing shots of the Episode III sets and the filmmakers at work, including director George Lucas (bottom left).



Chat Excerpts Rick McCallum (Chat of 8/13/03)



Emperor's Prize: Mr. McCallum, thanks for taking your time to be with us! How would you characterize the emphasis of Episode III? Is it as visual-effects-oriented as *Attack of the Clones* or as story-driven as *The Empire Strikes Back*?

Rick McCallum: It's actually both. It has the same emotional depth as *Empire*, and yet because there are so many new planets, it is visually one of the most ambitious films we've done.

Liam Starwatcher: Hello, and thanks for taking time out of your very busy schedule! Does Episode III end with a sad or gloomy note, or a hopeful note?

Rick McCallum: On the surface, the film ends on a sad note (and for me, a personally gloomy one, because I'll be out of a job), but of course we know where the story goes from there. Anakin is the Chosen One, after all.

JediMasterAndrewMeder: Can you tell us if Tarkin will appear in Episode III?

Rick McCallum: Officially, I can't answer that. Yet I can't say no, either.

Lord Iron Lung: Is Hasbro ever going to make a Rick McCallum action figure? I know I would buy one.

Rick McCallum: Doubtful. But if they do, that makes two of us who would buy one.

darthbeerman013 - Warmaster: Does Episode III answer all questions, or are there any left for the books to answer?

Rick McCallum: It answers the questions you have, but it may raise a few new ones, too.

Mace-Windoo: Rick, will the opening battle sequence take place both in space and on land?

Rick McCallum: No, the opening battle's in space. But there are land battles.

Darth Kalm: Thanks for taking the time to talk to us, Rick. Will we see Palpatine/Darth Sidious in any sort of action or at least an "awesome display of dark-side power" scene in Episode III?

Rick McCallum: Yes, most definitely.



Set Diary - Excerpts from Pablo Hidalgo's journal on the Episode III set

Downhill Slide

September 10, 2003

Today provides an interesting exercise in mentally filling in the blanks: All morning the actors perform an exhilarating, fast-paced action sequence – on an empty soundstage. The Special Effects Department has rigged a ramp of blue floor to tilt up and become, in effect, an enormous slide, and throughout the morning the actors run across the same stretch of floor, dashing away from unseen dangers. "You don't have to say your lines, Hayden," says director

George Lucas before one take. "Just look back and run like hell."

For some takes, the floor is raised to about 30 degrees (I'm eyeballing it here, having left behind my protractor somewhere in the eighth grade). Hayden Christensen (Anakin Skywalker) is supposed to slide down this length, attempting to control his descent

and calling on his comlink for help. The first take leaves a lot to be desired, sparking chuckles from the crew as Hayden loses downward momentum and has to kick his way down the remainder of the slide.

Though Hayden seems to be having fun sliding into the crash mat at the bottom of the slide, the camera crew has its work cut out for it. A-camera operator Calum McFarlane has to move the Technocrane-mounted HD camera to follow Hayden as he descends, but the blue slide's lack of landmarks and Hayden's uneven rate of descent make for a tricky tracking job. Visual-effects supervisors John Knoll and Pablo Helman commiserate about the gleaming surface of the blue slide: it has to be slick enough to allow performers to slip away, but the lubricant makes the surface too reflective. The glare from the overhead lights pools into hazy white globs that cut into the image of the prone actor, making rotoscope and future compositing work problematic. In one of the takes I see, Hayden is

able to slip between some of the nastiest glares, so perhaps the final cut won't look too bad.

Day Fifty-Eight

September 17, 2003

As the shoot progresses, script supervisor Jayne-Ann Tenggren shouts out seemingly strange instructions to the camera crew. It takes me a while to decipher phrases like "Penguins up!" before a take. It's sort of like CB-lingo. Each setup gets its own letter: "Penguins" means the crew should denote the setup with the letter P on the slate. Today's letter-codes are markedly different from usual. "Chewie's up!" Jayne-Ann calls for the third setup, requesting this setup to be marked as C.

For D, it is "Darth's." For E, "Eopies up!" We never do find out what she had in mind for F today, though "Falumpasets" is an interesting suggestion. "I've got one for F," says George. "How about 'Finish'?" he offers, a bit prematurely. But the F-setup isn't the last of the day. It is the G-setup, the seventh setup on this set, and, in keeping with tradition, Rick McCallum marks it. "Goodbyes up!" Jayne-Ann calls.

V177G is the last slate shot for Episode III. At 6:42 p.m., we wrap, to the applause of everyone on set. We step out from behind the greenscreen curtain to join the rest of the crew for champagne, beer and farewells. For some, it's goodbye until tomorrow. For others, it's goodbye until the wrap party in a few days. For others, it's goodbye until whenever next time brings us together.

I'll end this set diary with the words George Lucas said to the gathered crew after the shoot: "I must say this is actually the funnest film I've ever worked on. It's been very easy, and it's been very swift. It happens because everybody works in harmony, which is really important. There haven't been crazy politics and ego and all the other stuff that you find on some movie sets. This is the best crew I've ever worked with. I really enjoyed being with all of you. I think we made a great movie. I'm really looking forward to cutting it together and seeing what happens. Thank you very much." 🍷





STAR WARS

THE NEW JEDI ORDER

IN 100 EASY LESSONS

by Jason Fry
Illustrations by Mike Sutfin

Fans following the New Jedi Order saga from Del Rey have had quite a ride over the last four years and 19 novels. Here are 100 things you ought to know about the series, from book synopses and a Yuuzhan Vong Who's Who, to great showdowns and great lines, to some behind-the-scenes secrets. Warning: If you haven't read the series, spoilers apply.

The Books

In Japan, *The New Jedi Order* novels were released in a unique format, with each book split into two volumes – except for the mammoth *Star by Star*, which was split into four parts. When each pair of books is placed side-by-side, the covers complete a single painting by artist Tsuyoshi Nagano.



Vector Prime (R. A. Salvatore, 1999)

Characters Introduced: Danni Quee, Yomin Carr, Nom Anor (first *Star Wars* appearance: *Crimson Empire II*)

Key Events: Galactic invasion, destruction of Sernpidal, Battle of Helska

The massacre of a research crew on remote Belkadan is the first warning that the Yuuzhan Vong have invaded the *Star Wars* galaxy. On Sernpidal, Chewbacca dies saving Anakin Solo.



Dark Tide I: Onslaught (Michael A. Stackpole, 2000)

Characters Introduced: Ganner Rhysode, Elegos A'Kla (first *Star Wars* appearance: *I, Jedi*), Sheda Shal

Key Event: Ruin of Belkadan

The New Republic struggles to respond to the invasion, with Leia addressing a dubious Senate, Luke trying to unite the fractious Jedi, and Jaina Solo accepting a place in the legendary Rogue Squadron.



The Fab Five

It's hard picking favorites, but in the eyes of this author, these five books are the New Jedi Order's high points.



Vector Prime The death of Chewbacca – well told by Bob Salvatore – stunned fans and sent a clear signal that the *Star Wars* galaxy was not the safe, static setting of previous books. When read as the first of a series rather than as a standalone book, the knowledge of what's to come infuses even innocent scenes with an aura of uneasy dread.

Hero's Trial James Luceno paints a moving portrait of a shattered Han and gives him a memorable companion in Droma. The book is also a heartfelt tribute to the late Brian Daley; longtime fans will enjoy cameos by characters from Han's earlier days.

Star by Star Troy Denning delivers wall-to-wall action; surprising turns for characters from Leia to Borsk Fey'lya; a tragic, heroic end for Anakin; and a multiple-cliffhanger ending.

Traitor Matt Stover's spiritual teardown and reconstruction of Jacen is equal parts philosophy, Dante's *Inferno*, psychological thriller and ripping adventure.

The Unifying Force All James Luceno had to do was wrap up a 19-book series while explaining a host of mysteries about Zonama Sekot, the Yuuzhan Vong and the Force. He does it all in fine style before ending on an elegiac note.

"None shall pass." – GANNER RHYSTONE, *TRAITOR*



Dark Tide II: Ruin (Michael A. Stackpole, 2000)

Characters Introduced: Jagged Fel, Tsavong Lah

Key Event: Destruction of Ithor

The Caamasi Elegos A'Kla dies serving as an emissary to the Yuuzhan Vong while their main fleet presses deeper into the Outer Rim. Corran Horn and the invaders' warmaster, Shedao Shai, duel, with the fate of the planet Ithor in the balance.



Agents of Chaos I: Hero's Trial (James Luceno, 2000)

Characters Introduced: Harrar, Malik Carr, Droma, Nas Choka, Vergere (first *Star Wars* appearance: *Rogue Planet*) As Leia struggles to help evacuate refugees from the Outer Rim, a grieving Han hunts Yuuzhan Vong collaborators. The Corellian's quest reunites him with several figures from his past.





Agents of Chaos II: Jedi Eclipse (James Luceno, 2000)

Character Introduced: Vigi Shesh

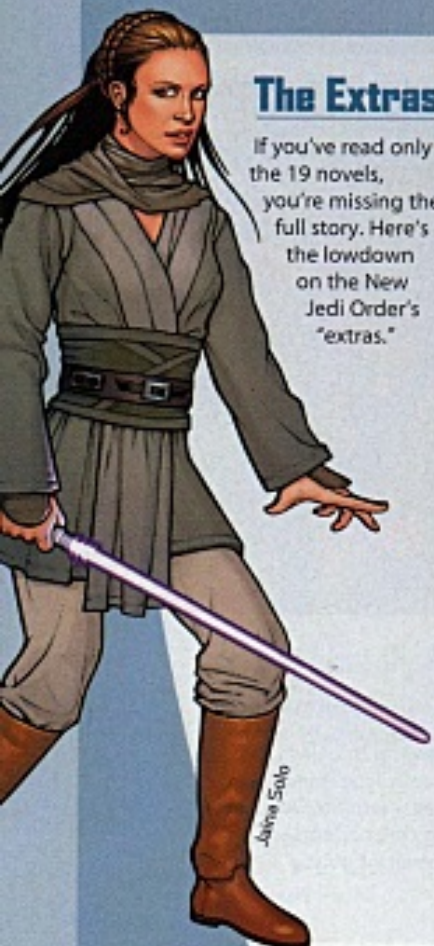
Key Events: Ruin of Gyndine, Ruin of Tynna, Battle of Fondor. Leia seeks help from the Hapan Consortium, and the New Republic's leaders argue over whether to use Centerpoint Station against the Yuuzhan Vong. Thrackan Sal-Solo fires Centerpoint's repulsor beam at the Fondor system, destroying much of the Hapan fleet and half of a Yuuzhan Vong flotilla.

Balance Point (Kathy Tyers, 2000)

Key Event: Battle of Duro

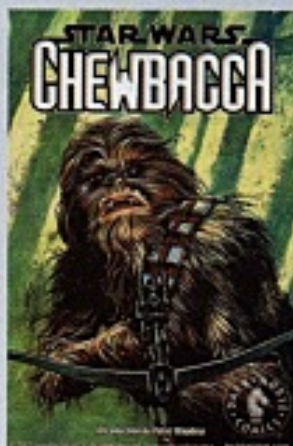
As the Yuuzhan Vong push into the Core Worlds, Leia is caught during the invasion of Duro. With his mother's life in jeopardy, Jacen Solo must battle Tsavong Lah and his own inner conflict about the proper way to use the Force.

"It's not the years, it's the parsecs." — HAN SOLO, *HERO'S TRIAL*
(Or is that Indiana Jones, *Raiders of the Lost Ark*?)



The Extras

If you've read only the 19 novels, you're missing the full story. Here's the lowdown on the New Jedi Order's "extras."



Chewbacca (Darko Macan)

Following Chewie's death, C-3PO collects stories of the mighty Wookiee from his friends and enemies. This four-issue comic mini-series from Dark Horse has been collected into a single volume.



Rogue Planet (Greg Bear)

This prequel-era novel starring Obi-Wan Kenobi and 12-year-old Anakin Skywalker introduced Zonama Sekot and Vergere.



"Recovery" (Troy Denning)

The first e-book in the series, the short story "Recovery" sets the stage for much of *Star by Star* and shows the slow thaw between Han and Leia. (The paperback release of *Star by Star* includes "Recovery.")



Edge of Victory I: Conquest (Greg Keyes, 2001)

Characters Introduced: Nen Yim, Vua Rapuung

Key Events: Origin of Jeedai cult among Yuuzhan Vong

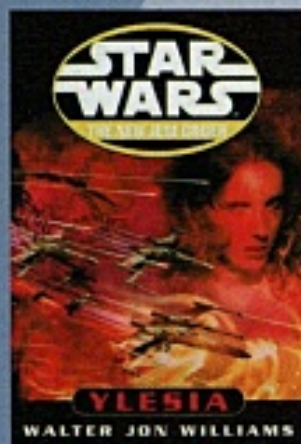
On occupied Yavin 4, a marooned Anakin tries to rescue his friend Tahiri, who has been transformed by shaper heretics into something half-human and half-Yuuzhan Vong. Yuuzhan Vong collaborators hunt Jedi across the galaxy as the invaders watch the New Republic pull itself apart.

Edge of Victory II: Rebirth (Greg Keyes, 2001)

Characters Introduced: Onimi, Shimrra, Ben Skywalker

The heretic shaper Nen Yim finds herself drawn into the service of Yuuzhan Vong Supreme Overlord Shimrra and his jester, Onimi. Luke and a gravely ill Mara Jade flee arrest on Coruscant; their son Ben is born soon after their escape.

"He's dead. They killed our boy." — HAN SOLO, *STAR BY STAR*



"Ylesia" (Walter Jon Williams)

In this e-book set at the same time as *Destiny's Way*, Thrackan Sal-Solo finds himself the leader of the Peace Brigade, and Jaina's task force of Force-melded Jedi pilots become a formidable fighting force. "Ylesia" is available as a free download from starwars.com.



"Red Sky, Blue Flame" (Elaine Cunningham)

This short story from *Star Wars Gamer 7* offers a peek at fan favorite Jag Fel during his days at the Chiss military academy.



"The Apprentice" (Elaine Cunningham)

This addendum to *Dark Journey*, published in *Gamer 8*, finds Jaina wrestling with the dark side and apprenticed to the renegade Jedi Kyp Durrion.



Emissary of the Void (Greg Keyes)

In this six-part serial, begun in *Gamer 8* through 10 and concluded in *Insider 62* through 64, Uldir Lochett and his crew meet the mysterious Jedi Klin-Fa Gi — and find themselves in the Yuuzhan Vong's sights.



Star by Star (Troy Denning, 2002)

Key Events: Battle of Talfaglio, Invasion of Coruscant

With the New Republic crumbling, Anakin, Jacen, Jaina and Tahiri lead a Jedi raid on a Yuuzhan Vong worldship over Myrkr – the source of Jedi killing beasts called voxyn. Anakin dies, Jaina opens herself to the dark side, and Jacen is captured after killing the voxyn queen. Chief of State Borsk Fey'lya dies fighting the invaders on Coruscant.

"[Shedao Shai] wants those bones back, he'll get them, and in a big box, too. I'm going to pack his in with them, then the Vong can carry the whole stinking lot back to wherever they call home." – CORRAN HORN, *RUIN*



Prince Isolder

Too Cool to Miss

Some beasts, ideas and scenes just stick in the memory. Remember these?

Voxyn Back in *The Thrawn Trilogy*, Luke found out firsthand how dangerous Force-sensitive, poison-tailed vornskys can be. Cross a vornskyr with a Yuuzhan Vong fero yxn, and you get four meters of spitting, screaming Jedi killer.

Slashrats Meet Bimmie's nastiest predator: a creature with a chitin-covered skull, long claws and a slashing tail that swims through sand like water, hunts in packs and releases a terrible stink to summon others to the kill.

YVH Droids Leave it to Lando Calrissian to find an entrepreneurial way to stick it to the technology-hating Yuuzhan Vong. YVH – Yuuzhan Vong Hunter – droids are constructed in imitation of the invaders and are built to penetrate their disguises.

Grutchins Insect beasts that can fly in space and eat through metal like filmsplast? That's enough to make even a member of Rogue Squadron consider hanging up her wings.

The Yuuzhan Vong Nursery Matthew Stover admits his portrayal of the nursery of the Yuuzhan Vong seedship in *Traitor* owes a debt to Dante's *Inferno*. It's a smart bit of

borrowing: The scenes with Jacen as part-slave and partially of an embryonic dhuryam are haunting.

The Krizlaws What has transformed Munlali Mafir's herd beasts into intelligent killers? And what does the number 11 mean to them? As *Refugee* begins, Luke and company are too busy running for their lives to wonder.

Alpha Red This Chiss bioweapon is designed to kill only Yuuzhan Vong, but bioweapons have a nasty habit of slipping their shackles, and desperate politicians have a nasty habit of using them.

Threepio's Mortality Build a protocol droid from scrap and refuse to wipe his memory and you get quirks – obsessions, even. Threepio's first encounters with the droid-hating Yuuzhan Vong make the old droid ponder the end of his own existence, a subplot that wends its way quietly but satisfyingly through the series.

Jacen's Homecoming In one of *Traitor*'s most affecting scenes, a beaten Jacen Solo lapses into catatonia in his parents' ruined dining room on Coruscant, heedless of the arachnoids spinning him into a web.

Life Against Life The Yuuzhan Vong's weapons and equipment are living creatures. One of their last targets is Zonama Sekot. How does a living world defend itself against living weapons? With a bit of ecological and spiritual jujitsu that makes for a breathtaking scene toward the end of *The Unifying Force*.



Dark Journey (Elaine Cunningham, 2002)

Key Event: Fall of Coruscant

In the Core Worlds, Coruscant falls after a pitched battle. Jaina flees for Hapes, pursued by the Yuuzhan Vong priest Harrar, who wants to sacrifice the Solo twins to appease their gods.



Enemy Lines I: Rebel Dream (Aaron Allston, 2002)

Key Events: First and Second Battles of Borleias, formation of the Insiders

When the New Republic's tattered leadership refuses to give Wedge Antilles additional forces to hold a recaptured Borleias, members of the old Alliance secretly form the Insiders, a resistance group working outside of the New Republic.

"What the chief of state means to say is that the Vong are cowards and murderers." — CHIEF OF STATE BORSK FEY'LYA, *STAR BY STAR*

Yuuzhan Vong VIPs

Don't know your Warmaster from your Supreme Overlord? Here's a quick Who's Who of the invaders' ranks.

Nom Anor Fans first met the Yuuzhan Vong executor pulling strings on the Interim Council in Dark Horse's *Crimson Empire II: Council of Blood*. Disguises and double crosses are Nom Anor's stock in trade, and he employs them against anyone who threatens him. Oh, and watch out for his left eye.

Shimrra The giant Yuuzhan Vong Supreme Overlord, embodiment of the god Yun-Yuuzhan, uses his unique powers to preside over the Yuuzhan Vong court. He is rarely seen without his jester Onimi.

Tsavong Lah Second in the Yuuzhan Vong ranks, the warmaster calls for the New Republic to hand over any Jedi or face destruction. No stranger to hand-to-hand combat, he fights Jacen on Duro and Jaina on Ebaq 9.

Nas Choka Third in the Yuuzhan Vong hierarchy behind Shimrra and Tsavong Lah, Nas Choka wins many early victories and is one of the few high-ranking Yuuzhan Vong to survive the war.

Onimi A Shamed One who serves as Shimrra's jester and confidante, Onimi torments Yuuzhan Vong far above his station with riddles and japes. Shimrra's court hates and fears him — but none of them suspects his ultimate secret.

Shedao Shai This Yuuzhan Vong commander conquers several Outer Rim planets and tutors Elegos A'Kia in the Yuuzhan Vong traditions, then

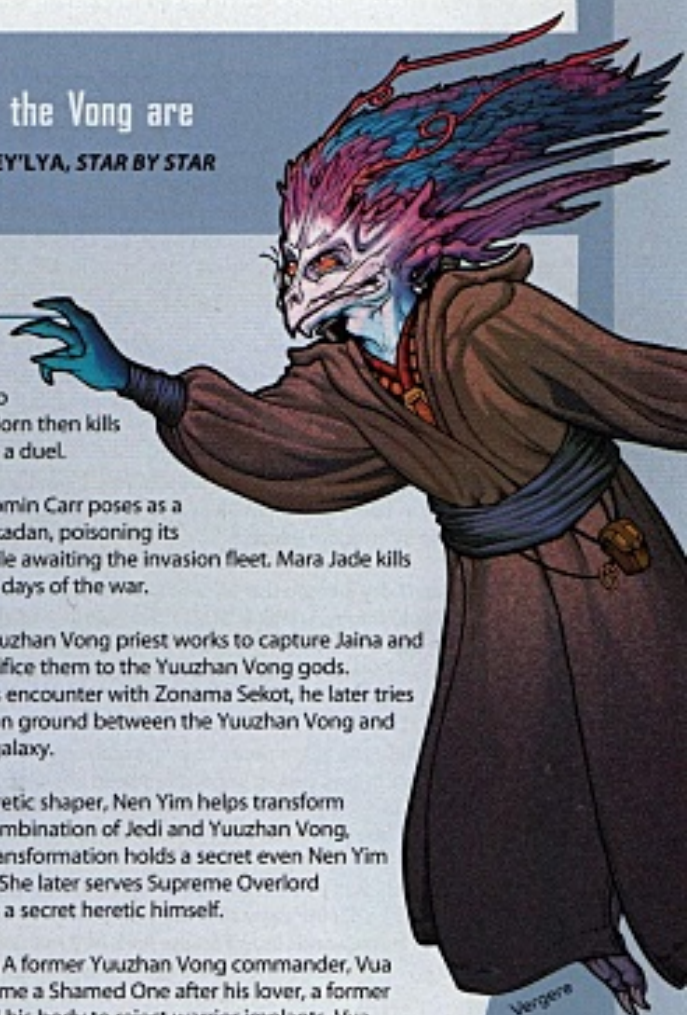
murders him and sends his gilded bones to Corran Horn. Horn then kills Shedao Shai in a duel.

Yomin Carr Yomin Carr poses as a human on Belkadan, poisoning its ecosystem while awaiting the invasion fleet. Mara Jade kills him in the first days of the war.

Harrar This Yuuzhan Vong priest works to capture Jaina and Jacen and sacrifice them to the Yuuzhan Vong gods. Stunned by his encounter with Zonama Sekot, he later tries to find common ground between the Yuuzhan Vong and the Star Wars galaxy.

Nen Yim A heretic shaper, Nen Yim helps transform Tahiri into a combination of Jedi and Yuuzhan Vong, though that transformation holds a secret even Nen Yim doesn't know. She later serves Supreme Overlord Shimrra, who's a secret heretic himself.

Vua Rapuung A former Yuuzhan Vong commander, Vua Rapuung became a Shamed One after his lover, a former shaper, altered his body to reject warrior implants. Vua Rapuung rescues Anakin, who helps him win justice; his tale inspires a heretical Yuuzhan Vong cult that believes that the Jeedai will save the Yuuzhan Vong.





Enemy Lines II: Rebel Stand (Aaron Allston, 2002)

Key Event: Third Battle of Borleias

Luke and Mara hunt a dark-side apparition on a shattered Coruscant. Wedge uses the Super Star Destroyer *Lusankya* to destroy a Yuuzhan Vong worldship at the climax of a shattering battle over Borleias.



Traitor (Matthew Stover, 2002)

Captured by the Yuuzhan Vong, Jacen Solo finds himself tutored and taunted by the strange creature, Vergere. He escapes to lead a feral existence on a strangely altered Coruscant – now called Yuuzhan'tar – with Vergere dogging his heels and continuing her teachings.



Welcome Back

A number of characters established earlier in the *Star Wars* saga reappear in the New Jedi Order – but blink and you'll miss some cameos.

Roa Han joins his old compatriot in *Hero's Trial* to hunt down a smuggler-turned-Peace Brigader. For Roa's first appearance, go back to 1979's *Han Solo's Revenge*, where he's introduced as the retired smuggler who took Han on his first Kessel Run. He also has a role in A. C. Crispin's Han Solo Trilogy.

Bosk Yep, that's the Trandoshan bounty hunter from *The Empire Strikes Back* who insults Chewbacca's memory in *Hero's Trial*, sparking a wild cantina brawl. Bosk may be older and more irascible, but he's no smarter.

Belindi Kalenda This New Republic Intelligence agent was a supporting character in Roger MacBride Allen's Corellian Trilogy. In *Hero's Trial* it's her job to interrogate Vergere.

Bollux Brian Daley created this ancient labor droid for his much-loved Han Solo trilogy. Is that Bollux in *Jedi Eclipse*? The droid calls itself Baffle and is irked that Han can't tell the difference between BLX and BFL models. But Han suspects there's a connection. Readers probably do too.

Thrackan Sal-Solo Han's sleazy cousin, imprisoned at the end of the Corellian Trilogy, has an important role in the New Jedi Order. He fires Centerpoint Station at the Yuuzhan Vong fleet in *Jedi Eclipse* and later is the less-than-willing chief of the Peace Brigade.

Isolder You didn't think Leia's beau from *The Courtship of Princess Leia* would just pine away all those years, did you? Leia's mission to the Hapan worlds in *Jedi Eclipse* finds him married to Teniel Djo – though his mother is as treacherous as ever.

Qorl Jacen and Jaina ran afoul of Qorl, an Imperial pilot marooned in Yavin 4's jungles, back in the first Young Jedi Knights book. In *Conquest*, Anakin finds him living as a hermit once more.

Keyan Farlander Who was flying that Y-wing that escaped the Death Star with Luke, Han and Wedge? Now you know. The Force-sensitive Agamarian, star of the X-Wing video-game pack-in "The Farlander Papers," reappears as a general in *Destiny's Way*.

Soontir Fel Jag's dad and Wedge's brother-in-law, this legendary baron flew with the New Republic and various incarnations of the Empire before throwing in his lot with the Chiss. The baron doesn't turn up until *Dark Journey*, but with Luke pursuing Zonama Sekot into the Unknown Regions, he'll probably be back.

Irek Ismaron Leia clashed with this young dark sider – rumored to be an illegitimate son of Emperor Palpatine – in *Children of the Jedi*. He makes an unexpected return in *Rebel Stand* as Lord Nyax, a cybernetically altered Dark Jedi haunting Coruscant.

Malinza Thanas The young daughter of Bakura's Gaeriel Captison was orphaned in the Corellian Trilogy. Refugee finds her all grown up and a member of a terrorist cell resisting Bakura's alliance with the P'w'eck.

Anakin Skywalker Well, sort of. Sekot takes the form of the young Padawan who becomes Darth Vader for discussions with Luke in *Reunion*.

Boba Fett Remember the mayor of Sempidal City in *Vector Prime*? The calm old man who was no stranger to advanced ships? Well, that wasn't Boba Fett – and he didn't climb out of the crater he leapt into, or save Chewie – pretty cool theory, though. But Fett does turn up in *The Unifying Force*. This time he's out to save Han. While Fett also appears in a New Jedi Order story in *Star Wars Tales* 18, that story bears the Infinities label, which means it shouldn't necessarily be considered canon.



Destiny's Way (Walter Jon Williams, 2002)

Key Events: Battle of Ebaq 9, Creation of High Council, Formation of Galactic Federation of Free Alliances
Returning to the New Republic with Jacen, Vergere tells of the living world Zonama Sekot and its connection to the Yuuzhan Vong. Shimrra arrives to claim Yuuzhan'tar, and Nom Anor infiltrates a heretical movement that sees the Jeedai as the Yuuzhan Vong's salvation. The New Republic decimates a Yuuzhan Vong fleet at Ebaq 9; Tsavong Lah nearly succeeds in killing Jaina but is instead slain by her.

Force Heretic I: Remnant (Sean Williams and Shane Dix, 2003)

Key Events: Ruin of Barab I, Destruction of N'zoth, Peace with Imperial Remnant
Luke leads a Jedi mission to find Zonama Sekot and helps repel a Yuuzhan Vong invasion of the Imperial Remnant. On Yuuzhan'tar, Nom Anor takes up the mantle of Yu'shaa, Prophet of the heretical Jeedai cult.

"Everything I tell you is a lie." — VERGERE, TRAITOR

In Memoriam

Some notable heroes didn't survive the series. Here's a guide to some of the lost.

Chewbacca The Wookiee's death in *Vector Prime* is properly heroic: Chewie dies saving Anakin Solo and countless refugees on Serpidal. His passing leaves Han shattered and shows readers that the New Jedi Order will be a tale of sacrifice and surprise.

Anakin Solo Han and Leia's youngest son emerges as a leader of the Jedi, in touch with the Force as few Jedi have ever been before. He sacrifices himself to help ensure no more voxyn will hunt the Jedi.

Ganner Rhysode The arrogant Rhysode fights alongside Corran Horn on Bimmial and later accompanies Jacen Solo to Yuuzhan'tar. His last stand in the Atrium of the old Galactic Senate is a sacrifice whose heroism becomes legendary among the Yuuzhan Vong.

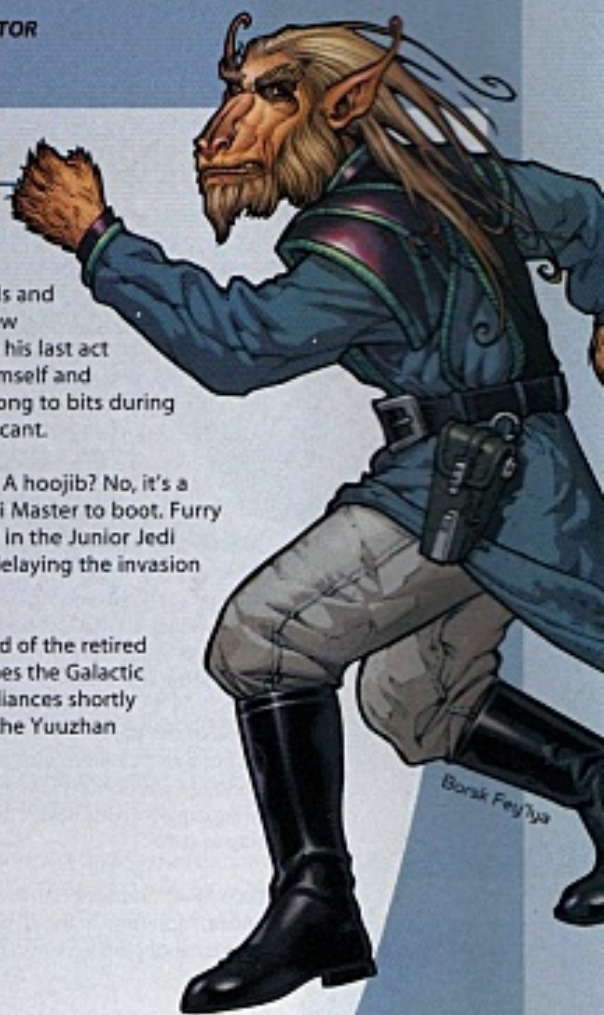
Vergere The Fosh Jedi, once a contemporary of Obi-Wan Kenobi and Anakin Skywalker, returns with the Yuuzhan Vong to heal Mara Jade and complete Jacen's training. She dies at Ebaq 9 to save the Solo twins.

Elegos A'Kia A longtime mentor of Corran Horn, the Caamasi willingly places himself in Shedao Shai's hands to learn about the Yuuzhan Vong's ways. His education is harsh — and final.

Borsk Fey'lya
This calculating Bothan continually works to ruin his rivals and climb the ranks of New Republic politics, but his last act is noble: He blows himself and countless Yuuzhan Vong to bits during the invasion of Coruscant.

Ikrit Is that a bunny? A hoojib? No, it's a Kushiban — and a Jedi Master to boot. Furry little Ikrit, introduced in the Junior Jedi Knights books, dies delaying the invasion of Yavin 4.

Admiral Ackbar Word of the retired admiral's death reaches the Galactic Federation of Free Alliances shortly before the climax of the Yuuzhan Vong conflict.





Force Heretic II: Refugee (Sean Williams and Shane Dix, 2003)

Key Event: Battle of Bakura

At Bakura, our heroes find that the Ssi-Ruuk have returned, promising peace; Jaina and Tahiri – who is still struggling with her half-Jedi, half-Yuuzhan Vong nature – foil a plot to enslave the planet. Luke's mission to find Zonama Sekot reaches the Chiss homeworld.



Force Heretic III: Reunion (Sean Williams and Shane Dix, 2003)

Character Introduced: Sekot (first *Star Wars* appearance: *Rogue Planet*)

Key Events: Rediscovery of Zonama Sekot, Battle of Esfandia. Han and Leia fight to keep a key communications center out of Yuuzhan Vong hands, as Tahiri finally masters her divided nature. The Jedi find Zonama Sekot and beg the living world to intervene in the war.

"Keep fighting until you can fight no longer, then exhaust the enemy chasing you, and turn and fight some more. Keep fighting. I promise you, we will prevail." – LEIA ORGANA SOLO, *STAR BY STAR*

Satisfying Showdowns

From battles of wits in the Senate to clashes of fleets in deep space, these confrontations quickened readers' pulses.

Chewie vs. Dobido The Wookiee dies with an unforgettable last pose of defiance as the moon Dobido slams into Sempidal. Chewie's father provides a fitting epitaph in *Dark Horse's Chewbacca*: "How can a mere moon be a match for my son?"

Master Skywalker, I Presume Being a Jedi Master in the New Republic demands statesmanship and philosophy more than combat prowess. But if you think Luke Skywalker is all talk, check out *Orislaught*: To rescue Jacen he wades into a Yuuzhan Vong camp with two lightsabers blazing.

A World in the Balance The Yuuzhan Vong may be alien, but their traditions include honor and duels: At the end of *Ruin*, Corran Horn and the sadistic Shedao Shai square off on Ithor with the Mother Jungle's future at stake.

Falcon Meets Sunulok Han and Leia seem destined for an unhappy end at the climax of *Rebirth*, as the Falcon is caught in the sights of Tsavong Lah's

Sunulok. Can Han use a cargo pod full of liquid hydrogen as a weapon to bloody a battleship? Never tell him the odds.

Fey'lya's Fusillade Fans have long loved to hate the conniving Borsk Fey'lya, and his decision to let Nom Anor address the Senate in *Star by Star* seemed one more piece of amoral politicking. But the Bothan faces down both Anor and the traitor Viji Shesh in a bravura performance.

Anakin's Sacrifice In *Star by Star*, the youngest Solo becomes a breathtakingly assured warrior completely open to the Force. Finally overwhelmed by countless Yuuzhan Vong above Myrkr, he accepts that he has to die to save his siblings and friends.

Jacen in Arms In *Traitor*, Jacen Solo's time as slave to a Yuuzhan Vong dhuryam comes to an end on the Day of Comprehending the Will of the Gods. But the young Jedi's plan for the day is different from the Yuuzhan Vong's. When 18 amphistaffs answer his call to serve as his armor and weapons, it's time to put that plan into action.

Ganner's Last Stand Many see Ganner Rhysode as an arrogant poseur – a view Ganner himself secretly accepts. But the Jedi finally finds the heroism he's only imitated as *Traitor* wraps up, holding his ground against hordes of Yuuzhan Vong on Yuuzhan'tar.

Endgame at Ebaq 9 In the final pages of *Destiny's Way*, a defeated Tsavong Lah sees a chance for revenge, seizing the chance for a harrowing showdown with Jaina and Jacen in Ebaq 9's twisting tunnels.



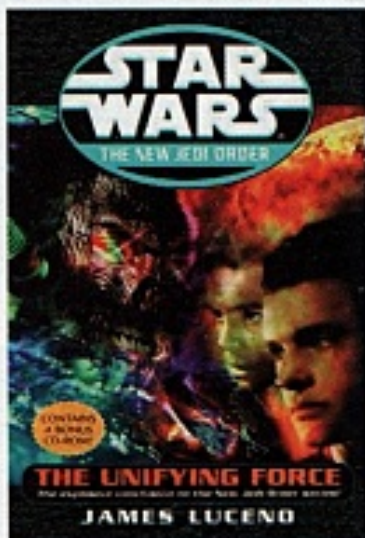
Wedge Antilles



The Final Prophecy (Greg Keyes, 2003)

Key Event: Battle of Bilbringi

An unlikely group heads for Zonama Sekot: Corran Horn, Tahiri, Harrar, Nen Yim and the Prophet Yu'shaa. No one knows that Yu'shaa is actually Nom Anor – or that he plans to destroy the living world.



The Unifying Force (James Luceno, 2003)

Key Events: Battle of Mon Calamari, Battle of Yuuzhan'tar, End of War with Yuuzhan Vong

A wounded Zonama Sekot returns for the climax of the war, an epic battle fought on and above Yuuzhan'tar.

"Were our wanderings nothing more than a ruse to return us to the world from which we were cast?" – NAS CHOKA, *THE UNIFYING FORCE*

Backstage at the NJO

Not every idea made it to the bookstore. Here's a look at some abandoned concepts, as well as an inside joke or two.

Luke Skywalker, R.I.P. The New Jedi Order creators were determined to shake things up by killing a major character, but it took a while to decide who would die. One early target was Luke – an idea also considered for *Return of the Jedi*. Then as now, George Lucas said no.

The Evolving Yuuzhan Vong After Lucas scotched the idea that the Yuuzhan Vong would be masters of the dark side, R. A. Salvatore came up with the idea that they should use biotechnology.

The French-Thai Connection The invaders' name came from Vong, a renowned New York City restaurant where Del Rey editors lunched one day. On the menu was tea from the Yunnan region; a bit of tweaking, and the Yunnan Vong became the Yuuzhan Vong.

Paperbacks on Parade The original plan called for the series' big events to occur over five hardcover novels, with 16 paperbacks telling side stories that used the war as a backdrop. While the mix of hardcovers and paperbacks changed only slightly, *Dark Tide* established that the mass-market novels would instead be chapters in the main story.

Siege Lifted The *Dark Tide* duology was supposed to be a trilogy, with *Siege* joining *Onslaught* and *Ruin*. When plans changed, Michael A. Stackpole compressed three books into two. To stick with the plan for four paperbacks between hardcovers, James Luceno expanded *Agents of Chaos* into two books.

Han's Sidekick Droma was conceived as a new sidekick for Han, but the team decided the Ryn would be more effective as a character who helped Han move on after Chewie's death. So Leia became Han's co-pilot instead – a fitting role for a warrior princess.

A Fosh's Farewell Vergere was supposed to survive the series, but the team decided her death was necessary to Jacen's growth as a Jedi – an echo of a similar argument over Ben Kenobi's fate in *Star Wars: Episode IV*.

Family Planning The arrival of Luke and Mara Jade's baby, Ben Skywalker, was penciled in for the conclusion of the series. But *Balance Point* author Kathy Tyers really wanted to reveal Mara's pregnancy, and after the series' guides saw a way to make that work, she got her wish.

Anakin and Jacen Anakin was supposed to be the series' hero and Luke's successor as leader of the Jedi. That would have been a nice counterpoint to Anakin Skywalker's rise and fall two generations before, but the plan was rejected. Among other things, Lucasfilm worried that it would be confusing to have the adventures of two different Anakins unfold at the same time. The result: Jacen and Anakin essentially switched roles.

The GFFA The acronym for the Galactic Federation of Free Alliances isn't accidental – it's a tip of the hat to a bit of shorthand popular on the Internet when *Star Wars* fans want to refer to a certain "galaxy far, far away."

Wasaka and Monster

For adults, the Expanded Universe unofficially began with Alan Dean Foster's *Splinter of the Mind's Eye*, later adapted in graphic form by Dark Horse Comics. Meanwhile, teenage readers had their own "further adventures of Luke Skywalker" in the form of children's storybooks.



Berries Ships

STAR WARS STORYBOOK 101

by Craig R. Carey
with Vic Wertz

Between 1978 and 1986, original *Star Wars* novels for grownups and young adults could still be counted on a single hand (well, okay, maybe only if you were a Yagai – there were seven). Yet during that same period, school-aged readers old enough for lunchboxes and action figures – but not yet ready for Alan Dean Foster – had a huge range of *Star Wars* fiction available to them in the form of storybooks that were simple adventures full of the requisite monsters, explosions and short sentences.

Young fans could read along as their parents read them the stories, or they could read to themselves under the covers with their

flashlights. While their older siblings read (and reread) *Splinter of the Mind's Eye* and pined for the next Han Solo or Lando Calrissian novel, younger readers thrilled to the adventures of Luke Skywalker in *The Maverick Moon* or the perils facing young Ewoks in forest adventures.

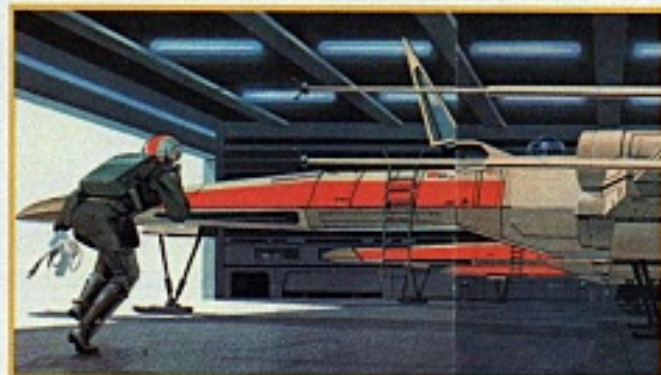
Over the years, most of the storybook titles have faded into obscurity, and the only place you'll see them now is on online auctions and collectors' bookshelves. However, there may be new hope for those who long for these classic tomes: Random House is toying with the idea of reissuing some of the storybook titles from the old catalog.

STAR WARS

THE MAVERICK MOON



Random House



But when this might happen has yet to be determined, and details about the potential publishing program are far from finalized, according to Lisa Findlay, Random House's *Star Wars* line editor. First, she says, Random House and Lucasfilm must decide which books to reissue – and in what format. This is not an easy task, for there are continuity issues to be considered.

For example, how would today's relentlessly continuity-conscious fans regard *The Maverick Moon*, wherein (warning: spoilers ahead) academy student and planetary pioneer Luke Skywalker, helped by his good friend Princess Leia, destroys a rogue moon that threatens to crash into their world?

Folks remember them from when they were young and want to be able to share them with their own children.

Even if the storybooks sit uneasily in modern *Star Wars* canon, they were still popular and are remembered fondly by fans. According to Random House director of publicity Judith Haut, nostalgia "plays a big role in [Random House's] decision to reissue classic children's books. Folks remember them from when they were young and want to be able to share them with their own children. And when you talk about a property like *Star Wars*, the nostalgia factor is incredibly powerful." Sales of the re-releases might benefit from *Star Wars* parents who buy one copy for a child and another for their personal collections.

Insider will have the scoop as soon as Random House finalizes its rerelease schedule. Until then, we offer this *Star Wars* storybook primer to reignite the child in you. Feel free to read it with your flashlight under the covers. We won't tell your parents.

The Maverick Moon

Luke Skywalker is a student at the New Academy for Space Pilots and already "one of the best young pilots in the solar system." Princess Leia, billed as one of the youngest members of the intergalactic government, pays a visit to the academy and is enjoying Luke's tour until "a screaming siren pierced the orderly hum of the academy hallways. That siren meant emergency!" After assessing the situation, Luke hatches a plan to use Zukonium rays to blow the maverick moon right off the star map, and succeeds.

The Mystery of the Rebellious Robot

Our heroes are part of a team working to establish a super-vaporator to resolve a severe drought that has gripped the planet

Tatooine. Artoo goes berserk after receiving an oil lube from Chewie and takes over the *Millennium Falcon's* controls, nearly killing Han and Chewie. One of the base's astromech units later determines that the Rebels' oil supply has been badly contaminated, explaining why Artoo went haywire aboard the Falcon. The droids uncover the fiendish plot of a Jawa salvage crew to sabotage Rebel droids and equipment by contaminating the service oil. Utinni, indeed. Chewie captures the Jawas in one swoop, and the cycle of sabotage is ended.

Now, if you thought Chewbacca had to wait to receive his medal at the MTV awards a few years ago, you are sadly mistaken: For his heroics against the Jawa saboteurs, Princess Leia presents the *Millennium Falcon's* first mate with the medal he deserved all along.

Intermission

After 1979, there was a long time (for fans, anyway) during which no wholly original storybooks were published. Scores of pop-up books, activity books and

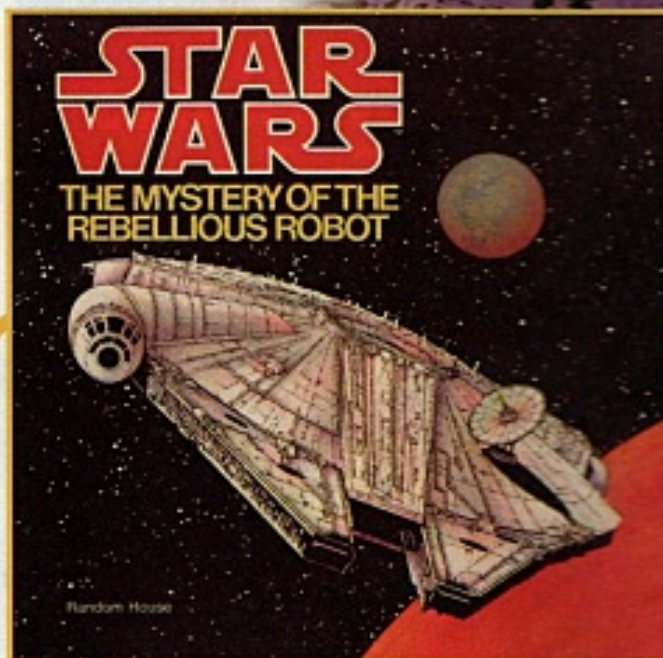
storybooks recounted the events of the next two films, *The Empire Strikes Back* and *Return of the Jedi*. Math and science books appeared on the market from Random House, Scholastic and other publishers. There was an original record (*Rebel Mission to Ord Mantell*), several read-along books packaged with records or tapes (*Droid World*, *Adventures in Colors and Shapes* and *Planet of the Hoojibs*) and the ongoing Marvel comic-book series. But it wasn't until 1984 that new storybooks appeared.

Most of the stories were "pretty fluffy," Spinner admits.

Naturally, the new books featured the fluffy and adorable Ewoks. The pint-sized populace of the Sanctuary Moon starred in a bevy of post-*Return of the Jedi* titles, which included adaptations of the film (such as *The Ewoks Join the Fight*), the made-for-television movies (such as *The Ewoks and the Lost Children*), and the animated television show (such as *Wicket and the Dandelion Warriors*), and original stories.

The Adventures of Teebo

The first original title published after Episode VI was *The Adventures of Teebo: A Tale of Magic and Suspense*, written and illustrated by Joe Johnston. Johnston was an art director with Industrial Light & Magic as well as one of the integral concept artists for the first trilogy. (He has since gone on to direct such films as





Jurassic Park III and *Jumanji*.) Unlike other storybooks, *The Adventures of Teebo* was geared to a slightly older crowd. At 40 pages, with far fewer illustrations and more detailed text than other storybooks, Teebo proved to be the perfect bridge for fans who'd read the previous storybooks but were now older and reading at higher levels.

In the book, Teebo (best remembered as the Ewok zapped by R2-D2's arc welder) is portrayed as a daydreaming, imaginative young Ewok. A trio of Duloks, nasty and untrustworthy distant cousins of the Ewoks led by the cruel Vulgarr, enter the village square and claim to have witnessed the kidnapping of Teebo's younger sister, Malani, by a fierce forest monster. The warriors mount their gliders and take to the forest, leaving behind their mates, young and elders. Teebo, too, takes flight in a hang glider, but having daydreamed his way through most of his lessons, he immediately gets lost. While the Ewok warriors are away, the deceitful Duloks return and kidnap all the children of the village of Happy Grove. Meanwhile, Teebo crashes and is pursued by Yuzzum hunters on arachnid mounts, only to be "captured" by the dreaded Grudakk.

The pint-sized populace on the Sanctuary Moon starred in a bevy of post-Return of the Jedi titles.

After a good night's sleep, Teebo "escapes" from the Grudakk's lair and encounters the Duloks — who have a cartful of woklings intended as the main course at the next Dulok picnic. The Ewok hunting party and Teebo, assisted by the magical forces of the forest, battle and defeat the cowardly Duloks. Vulgarr takes Teebo hostage only to be foiled by the Grudakk, who is revealed to be the guardian of the Father Tree.

The Adventures of Teebo was the only original midlevel book released — but it was certainly not the only Ewok title. Both Random House and Lucasfilm recognized the appeal of the Ewoks, and dozens of Ewok titles were released in the next two years. "We knew that it was an incredibly strong license," recalls Stephanie Spinner, a former editor at Random House. "And like any publisher with a strong license, there was a desire to take advantage of that."

That they did, selling hundreds of thousands of copies of the various titles. In 1984 alone, in addition to Johnston's book, original titles included *How the Ewoks Saved the Trees*, *The Baby Ewoks' Picnic Surprise*, *Three Cheers for Kneesaa!*, *The Ewoks' Hang-Gliding Adventure*, and *Wicket Finds a Way*. Most of the stories "were pretty fluffy,"

Spinner admits, adding that the Random House staff and their stable of freelance writers were given the freedom to make up most of the stories. "They were usually pretty simple stories," she remembers, "and [Lucasfilm] went over everything very carefully."

Ewok Mania

How the Ewoks Saved the Trees: An Old Ewok Legend

One day while picking berries some distance from their village, young Wicket and his friend Princess Kneesaa happen upon two giant ogre-like creatures. The creatures, from the Simoom lands on the other side of Endor, are called Phlogs, and are working to fell a tree with their massive axes, with plans to chop down as many as they can.

When the young Ewoks go to the Council of Elders but are rebuffed, they seek the advice of Logray, and with the ancient Ewok's magic powder are able to convince the Phlogs that the forest is an enchanted, dangerous place. The giant beings flee the forest, never to return, and young Wicket and Kneesaa are made honorary members of the Council of Elders.

The Baby Ewoks' Picnic Surprise

On the morning of the Harvest Moon Feast, Kneesaa becomes an unwilling babysitter when Mama Ewok leaves her two woklings, Nippet and Wiley, with the young princess. She and Wicket embark on a picnic with the baby Ewoks at a nearby stream, but the outing turns into a disaster, and a swarm of bees pursues the young Ewoks after Nippet and Wiley douse themselves in honey. After the picnic, the mischievous woklings return from playing hide-and-seek covered in berry juice. Wicket is angry, but then he and Kneesaa realize what the two baby Ewoks have happened upon – rainbow berries, the most sought-after berries among the Ewoks. The find enables the Ewoks to bake a plethora of rainbow-berry pies for that night's feast.

Three Cheers for Kneesaa!

As the annual midsummer festival begins, Kneesaa sets out to prove to Wicket and Teebo that girls can compete with boys at sports. Her point is apparently proven when she accidentally wins an event she didn't intend to participate in.

The Ewoks' Hang-Gliding Adventure

The day before the Harvest Festival, Wicket and Teebo go hang gliding in a storm and wind up frightened and lost. Kneesaa rescues them, feeds them, and promises not to tell the rest of the village what slackers they are.

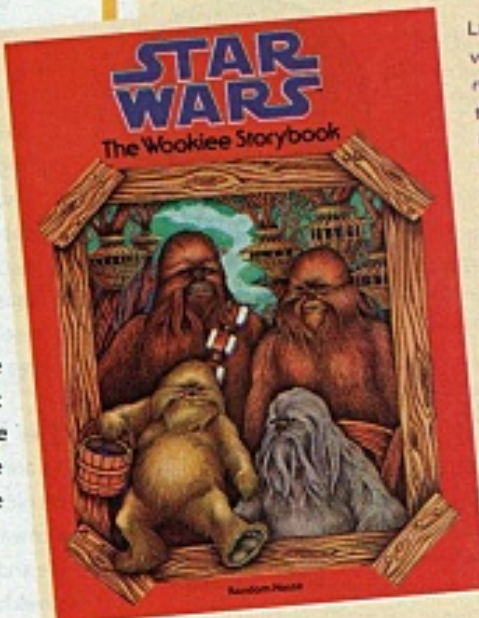
The growing list of storybook titles soon included adaptations of the *Droids* and *Ewoks* cartoons in 1985 and 1986, such as *Escape from the Monster Ship* and *The Red Ghost*. In 1986, two additional original Ewok titles, *Wicket Goes Fishing* and *The Ewok Who Was*

Afraid, were published in the U.S. Also in the same year,

Random House UK published its own series of cartoon adaptations for the UK market.

Wasaka Berries, Wookiee Telepathy,
and Malla's Secret Soufflés:

The WOOKIEE STORYBOOK (1979)



Lumpawarrump, the mischievous son of Chewbacca remembered by many from the November 1978 "Star Wars Holiday Special," is the featured character of *The Wookiee Storybook*. With Chewbacca's 200th birthday coming up, Lumpy descends into the lower levels of the Wookiee homeworld in his hunt for wasaka berries, the main ingredient in his father's favorite desert – wasaka-berry pie. But on his way down to the lower levels, Lumpy slips and falls toward the Nother World of Kashyyyk, where he encounters terrible monsters.

"Those were interesting times," Patricia J. Wynne, illustrator of *The Wookiee Storybook*, recalls of the early days of *Star Wars* storybooks and merchandising. Wynne, who also illustrated pop-up and cut-out activity titles in the *Star Wars* lines, continues to work as an illustrator, rendering scientific subjects for such clients as the National Geographic Society, the *New York Times* and Disney, as well as illustrating children's books for various publishers.

Random House worked diligently to have *The Wookiee Storybook* ready in time for Christmas 1979. Working under a tight deadline in conjunction with Random House editor Eleanor Ehrhardt (who wrote the text), Wynne had very little time to develop the characters, setting or costumes. "I never saw [the costumes] or any version other than mine," Wynne says. She received a few pieces of Ralph McQuarrie's conceptual art but otherwise was left to design the creatures and environs from her own imagination.

"Actually, the only thing I got from McQuarrie was the tree house" where Chewbacca's family lived, Wynne says. Otherwise, she admits, she "invented everything, sending sketches to George Lucas directly. Lucas gave me enormous creative space and was very encouraging under a short deadline. The characters who went around the most were the old Wookiee [Itchy, Chewbacca's father] and the mama Wookiee [Malla, Chewbacca's wife]," and Wynne indicates that one of the stickier points in portraying Malla was "to apron or not to apron." Not exactly the dark times we recall from *Star Wars: A New Hope*, to be sure.

The Wookiee Storybook also introduced a new power for Chewbacca – his amazing telepathy, with which he and his wife, Malla, converse over the vast distances of the galaxy. "The telepathic connection was the idea of the author, Eleanor Ehrhardt," Wynne says. "We discussed it, and it seemed so natural to any species living in a nontechnological world. As I recall, we thought our pets did the same thing."

(continued on page 42)

(continued from page 41)

The events of *The Wookiee Storybook* were later recounted in the *Star Wars* novel *Tyrant's Test*, in which Lumpy's adventure is remembered as "a misadventure that had grown much in the retelling, until it became a family fable populated by monsters of the dark depths of both the jungle and imagination." With that one passage, some of the more fantastic aspects of the story are accounted for as yarns, yet the story as a whole is neither discarded nor discredited, a deft solution that may satisfy some of the *Star Wars* canon hounds.

"I was very pleased with how it came out, and I was grateful to Lucasfilm for allowing me to 'clean up' a little bit of the canon," recalls Michael R. Kube-McDowell, author of the *Black Fleet Crisis* novels, of which *Tyrant's Test* is the third and final installment. "In my original outline for the *Black Fleet Crisis*, I proposed that one of the reasons Chewbacca returned to [his hometown of] Rwookkoro was to find a mate, and that when the *Millennium Falcon* reappeared for the rescue in Book Three, it would be crewed by Chewbacca and his several wives. This was the only major story point that was vetoed by Lucasfilm, and the reason it was vetoed was that—unknownst to me—Chewbacca already had a family in the official *Star Wars* chronology."

By way of explanation, Lucasfilm editor Sue Rostoni loaned Kube-McDowell a copy of *The Wookiee Storybook*. "Finding a way to acknowledge the precedent of... Chewbacca's home life—and of Kashyyyk—within the framework of what I intended as a more adult *Star Wars* story was one of my most difficult challenges in writing the trilogy," Kube-McDowell remembers.

Since that seamless appearance, Lumpy has seen action in a number of Expanded Universe adventures. He was shown with his family in Marvel's *Star Wars 91* in 1985. Troy Denning's e-novella *A Forest Apart*, set shortly before *Tatooine Ghost*,

STAR WARS

The Wookiee Storybook



Illustrated by Patricia Wynne

Random House New York

chronicles an adventure somewhat similar to the search for wasaka berries, in which the son of Chewbacca gets in over his head pursuing criminals in the labyrinthine urban warrens of Coruscant. As an adult, Lumpy has earned the name Lumpawaroo, and along with his cousin Lowbacca he has assumed Chewbacca's life-debt to Han.

Wicket Finds a Way

Wicket decides he wants to take an apprenticeship with Logray, the tribe's medicine man. To prove himself, Wicket attempts to find a special herb to heal Latara, and, of course, gets lost in the process. For once, he finds his own way home, and Logray accepts him as a student.

Wicket Goes Fishing

Wicket winds up babysitting his sister Winda while on a fishing expedition. Winda causes trouble, and Wicket gets poison ivy, causing them to turn back before they've even reached the fishing hole. Logray doses him with a mysterious ingredient, and Wicket has a flashback to an archery outing where he caused trouble for his big brother Weechee. On waking, he resolves to treat Winda the way he wishes that Weechee treated him.

The Ewok Who Was Afraid

An annual celebration is capped off by a raft race, and Willy begs his older brother Weechee to race with him. Weechee thinks Willy is a coward and will spoil everything, but when Weechee gets in trouble and begins to fear the coming of the terrible Night Spirit, Willy saves him. Chief Chirpa is impressed.

Touchy-Feely Finale

April 1986 also saw the release of two "Touch and Feel" books, *Shiny as a Droid* and *Fuzzy as an Ewok*, in which different textures helped to tell the stories. In *Shiny*, the droids must secure replacement parts for their spaceship, while in *Fuzzy*, Wicket and Kneesaa embark on a search for items integral to the Festival of the Wisties.

After the animated series ran its course and the adaptations ceased to be published, it would be years before readers saw new and original storybook titles. In fact, the next ones didn't appear until 1998, when Golden Books published *Meltdown on Hoth* and *Adventure in Beggar's Canyon*, and Funworks released *Luke Skywalker's Race Against Time* and *Han Solo's Rescue Mission*. The classic era of *Star Wars* storybooks had ended. ☹

Special thanks to Kate Klima, Judith Haut, Lisa Findlay and Jen Arena at Random House.

The Phantom Storybooks

Two titles that have perplexed collectors and completists alike are *The Droid Dilemma* (1979) and an Ewoks title, *School Days* (1984), listed in *Tomart's Price Guide to Worldwide Star Wars Collectibles*. Were these two impossible-to-find books part of a cereal promotion, items in the Sears catalog, or perhaps foreign editions?

None of the above. The titles don't exist at all! They were included in the *Tomart* guide as part of an attempt to foil other publishers who might lift *Tomart's* lists for their own collectible guides and pass them off as their own work. The move "unfortunately turned out to be a disservice to collectors," comments Steve Sansweet, Lucasfilm's director of content management and fan relations, all-around collector guru, and one of the authors of the *Tomart* guide. The decision to "salt" the list "wasn't something I even knew about in advance," says Sansweet.





Classic Storybooks

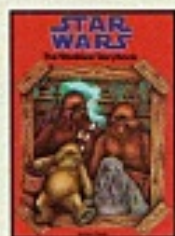
Following are the original Star Wars storybooks released during the "classic" era, all published by Random House.



1979: *The Maverick Moon.*
Written by Eleanor Ehrhardt, illustrated
by Walter Wright.



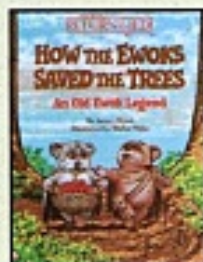
1979: *The Mystery of the
Rebellious Robot.*
Written by Eleanor Ehrhardt, illustrated
by Mark Corcoran.



1979: *The Wookiee Storybook.*
Written by Eleanor Ehrhardt, illustrated
by Patricia Wynne.



1984: *The Adventures of Teebo:
A Tale of Magic and Suspense.*
Written and illustrated by Joe Johnston.



1984: *How the Ewoks Saved the Trees:
An Old Ewok Legend.*
Written by James Howe, illustrated by
Walter Velez.



1984: *The Baby Ewoks' Picnic Surprise.*
Written by Melinda Luke, illustrated
by Pat Paris.



1984: *Three Cheers for Kwenna!*
Written by Jane E. Gerver, illustrated
by Pat Paris.



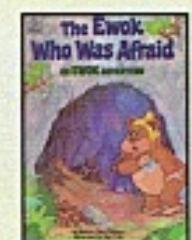
1984: *The Ewoks'
Hang-Gliding Adventure.*
Written by Judy Herbstman, illustrated
by Pat Paris.



1984: *Wicket Finds a Way.*
Written by Melinda Luke, illustrated
by Pat Paris.



1986: *Wicket Goes Fishing.*
Written by Melinda Luke, illustrated by
A. O. Williams.



1986: *The Ewok Who Was Afraid.*
Written by Helena Clare Pittman, illus-
trated by Ron Fritz.



1986: *Shiny as a Droid: Things
to See, Touch, and Smell from
a Galaxy Far, Far Away.*
Written by Virginia Holt, illustrated
by Feito.




1986: *Fuzzy as an Ewok: Things to
Touch, See, and Smell from the Forest
Moon of Endor.*
Written by Virginia Holt, illustrated by
Deborah Colvin Borgo.

F in Focus

Digital-Effects Cinematography of *Star Wars: Episode II*

by Ron Magid

Photography by David Owen

 You say you want a revolution?

George Lucas' decision to go totally digital on *Star Wars: Episode II Attack of the Clones* sent the movie industry into hyperspin. The result was the first major film in which virtually every shot was video-captured, but the transition from film's 24 frames per second to digital's electronic equivalent, 24p, created a ripple effect that threatened to become a tsunami. Nowhere was this truer than in the case of the visual-effects cinematographers at Industrial Light & Magic, the artists responsible for making miniature spaceships and settings look absolutely believable.

In fact, the mandate to capture every element of Episode II digitally put a trio of ILM's top effects directors of photography — Pat Sweeney, Marty Rosenberg and Carl Miller — on the front lines of the digital revolution. It was a position for which nothing in their experience had prepared them. While visual effects themselves had improved dramatically in the 100-plus years since Alfred Clark and Georges Méliès attempted the earliest "trick photography," the cameras used to shoot miniatures, matte paintings, process screens and so on have remained stubbornly antiquated. Typically, visual effects have been filmed using the oldest, most primitive motion-picture cameras — technology that dates back almost to the beginning of cinema.

Suddenly, Episode II's cinematographers — working under visual-effects supervisors John Knoll, Pablo Helman, Ben Snow and Dennis Muren — were expected to use Sony HDC-F950 24p high-definition video cameras and Fujinon lenses to capture the film's extensive

model and miniature-effects work. It was the most significant update to the movie camera to come down the pike since Méliès accidentally discovered the double exposure and created the first cinematic ghost. "It is very nice and neat, isn't it?" says Rosenberg, whose credits include the ultimate in-camera effects film, 1983's *The Right Stuff*, as well as *Backdraft* and *A.I.* "In this case, we weren't given a choice — we



Photo by Alex Ivanov

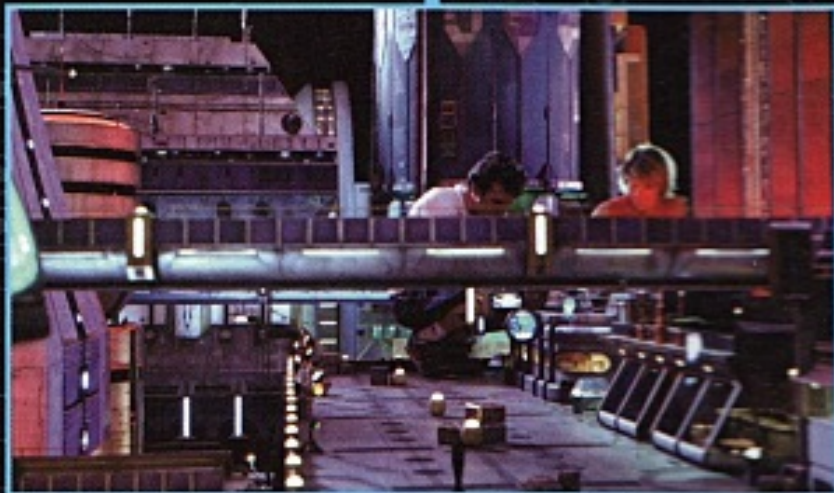


were given a camera. That's the project, so you take it and go with it. You don't have to be too concerned about whether it's the right thing because it's the thing."

Going digital was not an arbitrary decision for Lucas. "It goes back before *Phantom Menace* started shooting," says Sweeney, the senior member of the team, whose credits stretch back to the original *Star Wars* and include such ILM milestones as *E.T.*, *Who Framed Roger Rabbit?*, *The Mummy* and *A.I.* "George wants to be on the forefront of digital. Ideally, he would like to shoot just the actors and create whatever worlds he wants behind them digitally, which we did a lot on Episode I. But there was really not a consensus that we could use HD cameras for effects on Episode II. We saw the upsides and downsides, and we were a little nervous about the risks. But John Knoll said, 'Let's just go for it. Let's push ahead and make it happen,' so we decided to shoot practical models with digital cameras. Once we got into it, there were good moments and some bad moments. Overall, I think we made it work pretty darn successfully."

But it is Miller, the newest member of ILM's cinematography team – whose first credit, *Back to the Future Part II*, led to shooting effects on *Terminator 2*, *Mémoires of an Invisible Man* and *Deep Impact* – who speaks most fervently for digital technology's upside: "It saved us a tremendous amount of time. Usually motion-control shots take two days to shoot, but since the HD camera is a much better quality videotap, we were doing three shots a day because we could immediately evaluate what we'd done, buy off on it, then start the next shot. We had big high-res monitors inside a black tent on stage so that our eyes could adjust as best as possible to the image, and immediately upon finishing an effects shot, we could actually see it at full resolution. That gave us a much better assessment of whether or not our shots were working, so we didn't have to keep tweaking them to death."

"Also, rather than pulling out a light meter and reading values of exposure, you can actually look at the model you're shooting digitally and build the shot until it feels right. Unlike film, where we have to calculate the exposure and trust our intuition, we can actually open or close the lens, then visually look at and feel the image, so we can now be much more aesthetic about it."



Above Left: Modelmakers Aaron Hays and Tom Elise building miniature Coruscant streets.

Above Right: Modelmakers Aaron Hays and Peggy Hraster work on Coruscant streets.

Right: Modelmaker Peggy Hraster perfects the Coruscant nightclub entrance.

Opposite page, Bottom: Episode II HD Supervisor Fred Myers with the Sony digital HDC-F950 camera.



We could also do composites onstage, so if we had to add someone into our miniature shot, we could [look at the monitor to] make sure their feet were tracking perfectly to the floor of the background we were shooting."

Growing Pains

Ironically, digital's increased depth of field, one of the format's key advantages over film when it comes to shooting miniatures, caused a number of problems with finishing and lighting ILM's models. Early on, the effects DPs observed that the miniatures captured via digital technology tended to look like toys. "Because I am the newest DP at ILM, when I shot some of the first models, some of the other DPs were coming around and saying, 'Hey, Carl, some of your shots look like models,'" Miller recalls. "I said, 'It's not my shots – it's the medium,' and we quickly discovered that we had to add a lot more detail to the models than we normally would because film grain adds [the illusion of] detail and realism to miniature shots."

If the issue were only about detail, it's possible the models could be made to look better by adding grain during the post-production process. But there was another problem: Sony's cameras were incapable of shooting at less than live-action speed – 24fps or, digitally, 24p – while a typical miniature shot might require anywhere from a lengthy 1fps to 4fps exposure to get the proper depth of field. Currently, HD

We weren't given a choice – we were given a camera.

cameras used for feature films shoot at 24p only, which doesn't allow for long exposures. "The amount of effects work you do at 24p is marginal," Rosenberg adds, "so not being able to shoot at speeds other than 24p is really tough for us. One of the keys to effects work is focus, especially when we're shooting something that's been built smaller than life and trying to make it look as if it has been photographed in its real environment, its real size. The key to that is shooting slower frames per second."

Another irony: digital cameras can capture images virtually in the dark – except on miniatures or sets requiring perfect depth of field from the lens to the back wall of the set. This meant more light was needed to get the necessary sharp focus. The problems of scale and lighting demanded the same solution: bigger, more detailed models. "Because we were

**Onstage,
we saw
exactly
what we
shot in
real time.**

shooting at 24p, we had maybe five times less light," Rosenberg explains. "We licked that by using bigger models and bigger lights, but there's a certain point when there aren't lights big enough."

Instead of the typical lighting tools of the effects trade – inkies, tweenies and 1Ks – Sweeney, Rosenberg and Miller were lugging huge 5Ks, 10Ks and 20Ks into the rafters of ILM's stages. "But the real problems arose when we tried to force a light into a small space and we'd suddenly find that it wasn't generating enough candlepower, so we needed a bigger light that wouldn't fit," Miller sighs. "We usually hide little lights all over our sets, but we can't get away with using tiny Dedo lights with digital. Now we have to stick a mirror in the wall, then bounce a larger light into it because a smaller light won't give us enough intensity. Where we might have used a 10K, now we're using a 20K, which made the sets a lot hotter, and Sweeney will tell you that his Kamino sets were almost melting."

"Could have been," Sweeney dodges. "Just adds flavor and a little texture to the shot, you know?"

Superhot Visuals

Regardless of whether sets went the way of the Wicked Witch of the West, Sweeney agrees that shooting the larger miniatures added more than expense – they generated more heat. "I was using par lights for the shot in the arena where the monsters are coming out the door," he admits, "and the camera got so hot we actually had to shut down for about 15 minutes and let it cool off because I was getting all kinds of interesting electronic noise. It's all related to the scale of the model. The arena was 35 to 40 feet across, so I could get a 20K up in the grid and pound the light in, but the larger units slow the work down because now you are dealing with [several] guys lifting a light instead of one guy. Also, the trick with miniatures is to get the right angle of light on them, but it's a lot harder to manipulate that 20K. A 1K or 2K works so much easier. Plus the extra heat wears people down. So all that adds time, and sometimes you end up with something that is not necessarily as good as you want it, although the bigger miniature is more satisfying because the larger source acts more like the sun, which gives you a better look."

Ideally, these early days when air-conditioned stages are necessary to keep cameras from overheating and sets from melting will one day make cinematographers smile wistfully,



Top Left: Modelmakers Lauren Vogt and Loren Hillman-Morgan work on Padmé's apartment exteriors.



Mid Left: Director of photography Pat Sweeney and model-maker Jesse Thomas craft the Jedi Temple Library.

Bottom Left: Modelmakers Jeff Brewer and Roy Sutherland create a Tipoca City model.

Bottom Center: Modelmaker Mark Walas details the Jedi Temple Library.

Bottom Right: Director of photography Carl Miller perfects the Coruscant Industrial Park.





like when they remember hand-cranked cameras. "Hopefully some day soon," Rosenberg grins, "we'll think back and go, 'Gosh, remember when this format was so complicated you had to refrigerate a set just to be able to photograph it?'"

Losing Motion Control

Beyond increasing depth of field by shooting at a smaller f-stop, longer exposures enable effects cinematographers to match motion-control moves across miniature environments, spaceships and other objects with camera moves in the live-action plates. In effects, it's often impossible to match-move the camera, the rig or the model in real time when the plate cameras are moving many times faster over real-life — not scale — distances. But by shooting fewer frames per second, the live-action move can be "cheated" via motion control — using film. With digital, it was another story. "Normally, motion control rigs travel at a maximum of 4fps, but generally we shoot under 1fps because we don't want the camera or the rig bouncing around during the shot," Miller explains. "But the digital camera's running at 24p, which means that if the rig is traveling at 1fps, suddenly you have 24 times the number of frames you normally need. We had too much footage, but we experimented and figured out a way to make 24p work for motion control."

The solution was to simulate electronically "fewer-frames-per-second" images for motion-control work. "By synchronizing our motion-control rig to the digital camera, we could slow the effective exposure time by

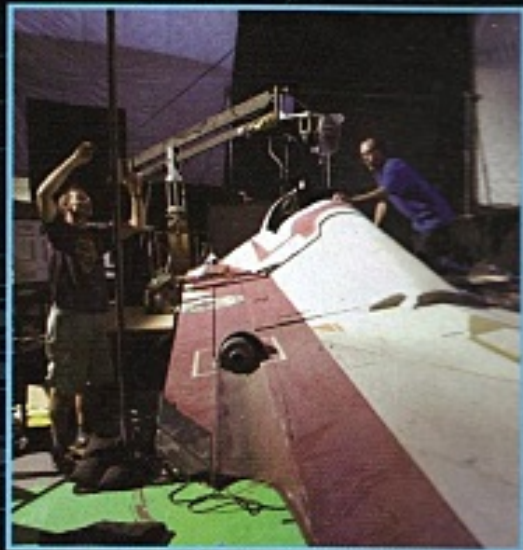


Above Left: (L-R) Modelmakers Pierre Maurer and Barbara Affonso on the Tuscan Raider Village miniature set with visual effects supervisor Pablo Helman.

Above Right: Modelmaker Dave Murphy builds Tatooine.

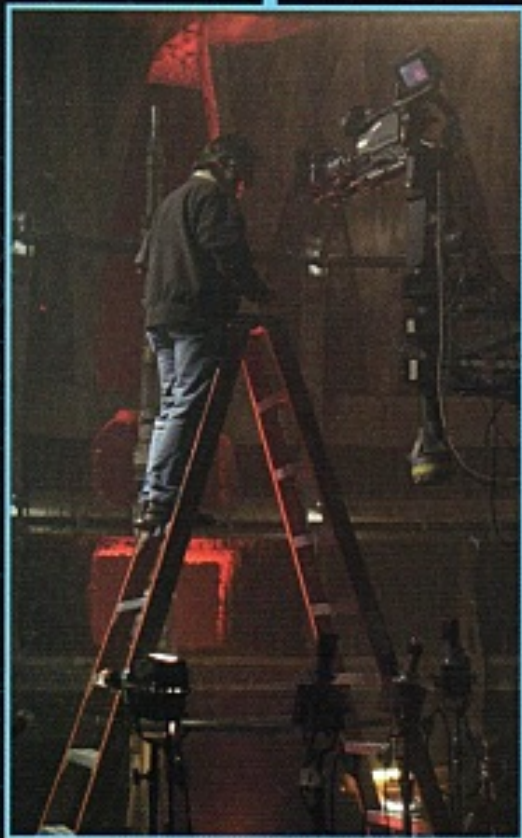
Right: (L-R) Modelmaker Nick Bogle and key grip Brad Jerrell on-set with the full-size Obi-Wan starfighter model.

Below: (L-R) Director of photography Marty Rosenberg and stage grip Bernie Demolsel on set with the Sleeping Chamber.



Sweeney will tell you that his sets were almost melting.

slowing down the camera moves, and we could increase or decrease the effective frames per second through a process of merging and accumulating exposure," says digital supervisor Fred Meyers, who tackled capture issues both on set and in post-production. "So if we ran a move at half speed, then threw out every other frame, we got the equivalent of something running at normal speed. Or if we added two frames together then divided by two, we got a single frame, which allowed us to adjust 'motion blur' in post-[production]. We just used that formula to reduce 24p to a given effective camera speed so we could move the rig or the model at the speed needed for the effect. So between those two techniques of merging and skipping out frames, we could get a good simulation of any frame rate we needed, which allowed us to continue using digital cameras throughout the effects process."



Above Left: Camera operator Bob Hill on the Droid Factory stage set.

Above Center: Modelmakers Loren Hillman-Morgan and Lauren Abrams work on the Droid Factory Back Wall.

Above Right: Modelmaker Loren Hillman-Morgan works on the Execution Arena miniature set.

Modelmaker Lauren Vogt works on the Arch back wall of the Execution Arena.

Opposite page, Bottom Center: Chief modelmaker Michael Lynch and modelmakers Ben Nichols and Kim Smith on the stage set of the Execution Arena.

Bottom: Director George Lucas and visual effects supervisor John Knoll on the stage set of the Execution Arena.



The calculations weren't as daunting as they sound. "We had little sheets that would give us the exact decimal equivalent, and we just plugged that into the system to get the right speed," says Rosenberg. "That way was adequate. It let us do some of the stuff we do."

But not all. And ironically, shooting motion control in HD loses perhaps digital's prime benefit – seeing exactly what is being shot in a meaningful context – because at 24p, cinematographers are looking at long, long real-time moves. "A 100-frame motion-control move of a spaceship flying by at 1fps translates to approximately four seconds on-screen," Rosenberg says. "But onstage, we saw exactly what we shot in real time, which was a move that might

be eight times slower than it was meant to be, and that was painfully slow to watch. Since we couldn't judge speed 100 percent, we gave up on that and instead judged color, lighting and impact."

Keeping It All in Focus

But the biggest issue confronting DPs capturing visual effects digitally is the loss of control over their images, particularly when the scale of a set prevents the use of larger, hotter lights, which happened many times on Episode II. "Depending on the scale, we ran into miniatures where we couldn't use a 20K key light, and we had to use a 1K," Sweeney states. "Focus became a real problem because we were working to get the usual deep stop with less light since we were shooting at 24p – and sometimes that meant we were stuck dealing with multiple-focus planes."

This was especially true of setups where the camera was very close to the foreground ground plane and shooting all the way to the deep background of the miniature. Sweeney found himself shooting as many as seven different planes on a single miniature in the desert sequences. Rosenberg shot multiple layers in the Droid Factory, and Miller repeatedly captured the miniature bar exterior in Coruscant. "When Obi-Wan and Anakin were actually at the door to the bar, the camera was close to the ground plane and you saw Coruscant way off in the distance," Miller recalls, "so we had to shoot multiple planes because the HD camera, even though it has better depth of field, could not hold all the focus. That meant that instead of shooting the model once, I had to shoot it three times: once in close-up, again at mid-focus and finally at far-focus. Then our CG artists did rough rotos to join the three image planes back together to make one sharp image."

Essentially, Miller, Sweeney and Rosenberg were shooting the digital equivalent of an old cel-animation technique: multiplane backgrounds. Blending the models' layers together into a single image made more work for ILM and frustrated the effects cinematographers, who were used to getting their miniature images in-camera. "When you shoot effects, you love to make it as complete as you can because someone later comes along and invariably alters it," Rosenberg sighs. "Here I'd shoot three or four focus passes, but I'd never get to see the whole shot in focus. Once you put a blue card behind something it just isn't the same. To overcome that, I'd shoot

When you shoot effects, you love to make it as complete as you can.

the whole miniature, even though it wasn't in focus, as a reference for the compositor and also to see how the lighting and sets worked emotionally."

Future Perfect

But this digital revolution – which could replace certain effects artists as computer graphics can accomplish more and more – may well empower visual-effects cinematographers. "CG has taken over a lot of what we do," Miller admits, "but HD is actually giving us a fighting chance now. We can shoot spaceships, background environments and real people much faster than the CG guys can [create them], so I think HD is actually going to delay that loss."

If the present state of the art of digital-effects cinematography is less than perfect, remember it can only get better. And if anyone's listening, Messrs. Sweeney, Rosenberg and Miller have some suggestions, like developing a camera that can shoot motion control at traditional motion-control speeds and f-stops, using traditional lighting instruments. Smaller cameras with better highs and lows, and with smaller, faster lenses would be helpful until the next big thing comes down the pike – and it will.

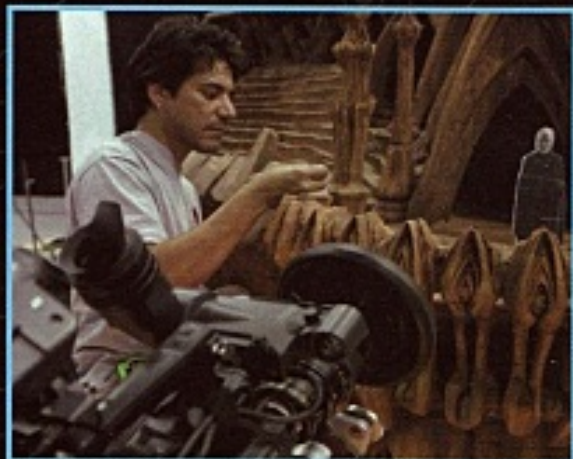
"Ninety-nine years from now," Rosenberg promises, "we'll be on the verge of a new technology." ☺



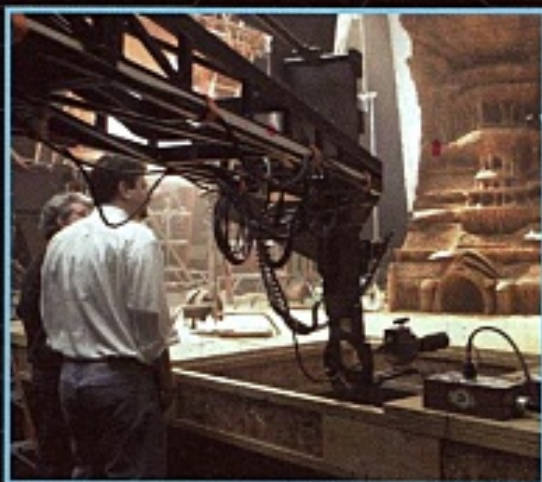
Above Left: Modelmakers Carol Bauman and Mark Siegel sculpt a section of Count Dooku's box in the Execution Arena.



Above Right: Modelmakers J.P. Guidinger, Tony Preciado and Nelson Hall work on the Execution Arena model.



Right: Modelmaker Tony Preciado with Count Dooku's arena box.



Glossary

24p. The digital equivalent to the speed at which film captures natural movement, which is 24 frames per second.

Depth of field. Simply put, it's how far away from the camera an image remains in focus. At the greatest depth of field, focus is sharp from right in front of camera all the way to the horizon. Since one of the most important aspects of FX cinematography is making small things like models look big, controlling the depth of field is critical to this illusion. To achieve a high depth of field, the subject needs to be very well lit or the frame needs a long exposure.

Digital cinematography. Capturing images electronically via digital videotape or disk.

fps. Frames per second.

HD camera. High-definition video cameras suitable for motion-picture-quality capture.

Lighting terms. Inbies are small 200-watt lamps, and twenies are slightly larger, 650-watt lamps. Bigger lamps are measured in kilowatts (5K, 10K and 20K), and they are very large, very hot units more suited to live-action production than to visual effects work.

Match-move. Matching the movement of one shot to that of another so that the images sync up when combined.

Motion control. The backbone of modern visual-effects cinematography, motion control is a precise, computerized system that enables cameras to precisely repeat the same move again and again. Thus a motion-control shot of an actor walking can be replicated on a model environment, and the camera movement in these two pieces of film will be identical when they are composited together.

Videotap. A system enabling the set crew to see footage filmed on a traditional camera projected on a monitor while it's being shot.



CLASSIC TRILOGY

WHO'S WHO IN ECHO BASE

THE UNSUNG
REBELS OF THE
BATTLE OF HOTH

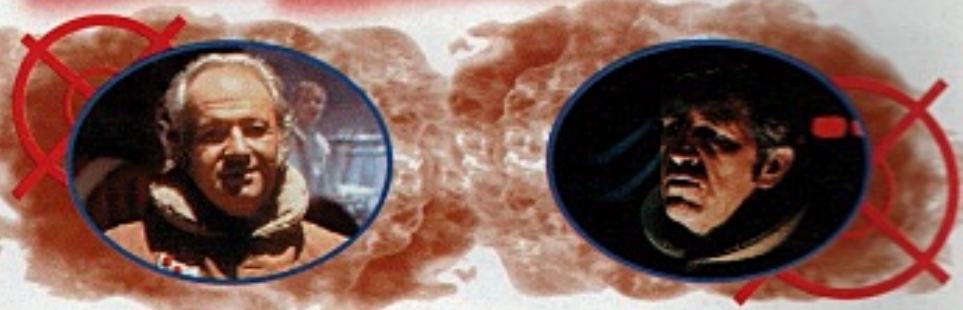
by Josh Radke

The Battle of Hoth remains one of the Rebellion's most costly battles – and one of the Empire's most celebrated. More than 600 Rebel SpecForce troopers, 180 base personnel, and 42 pilots fell in the fierce battle. That's not to mention the hundreds of wounded and missing Rebel fighters and untold credits worth of lost equipment – all this compared to the fractional losses incurred by the Empire's aptly named Blizzard Force, commanded by the Imperial Army's most efficient and cunning senior officer, General Maximilian Veers.



Despite the Rebel's severe losses, Echo Base proved that the Alliance could build a suitable high-profile base in any environment, even frozen wastelands. The defeat on Hoth can be attributed mostly to bad luck and a competent Imperial officer. The base had barely become operational when a probe droid transmitted its findings to the Executor; this was brought to Lord Vader's attention by then-captain Plett. Furthermore, an element of the Rebel fleet escorting several supply freighters had exited the system a mere half-hour before the careless arrival of the Death Squadron. The silver lining in this error was that casualties could have been substantially higher had more members of Alliance High Command been present or had the base been at full capacity.

It took extraordinary ingenuity, courage, and leadership to make Echo Base a reality. But the Alliance knew that making the impossible possible was what kept hope alive and kept the Rebel Alliance one step ahead of an Empire that would stop at nothing short of their total annihilation.



General Pharl McQuarrie

Handpicked by General Rieekan to be his second-in-command at Echo Base, General McQuarrie served for many years as a respected military advisor on his home planet of Ralltiir. Just after the Empire's occupation of the system, McQuarrie fled to get help from the Rebel Alliance. As fate would have it, the Alliance had just learned that a Rebel cell on Ralltiir had acquired information concerning the Empire's new secret weapon. Working with his close friend Jeroen Webb, McQuarrie snuck past the Imperial blockade, took command of the local resistance, and staged a diversionary raid that allowed the information to reach Princess Leia Organa. The mission's success led directly to the capturing of the Death Star's plans at Toprawa (code-named "Operation Skyhook").

Did you know? Although General McQuarrie was not seen in the movie, Decipher thought it appropriate to give a nod to the conceptual artist of the original *Star Wars* trilogy in their popular card game. The picture on the card is of artist Ralph McQuarrie.

General Carlisle Rieekan

Nicknamed "The Sombre General," Carlisle Rieekan was one of the founding leaders of the Rebel Alliance. A native of Alderaan, Rieekan joined the Army of the Republic and quickly jumped through the ranks. When the Emperor formed the New Order, the idealist Rieekan joined the Alliance, where, tied to the House of Organa, he headed Rebel operations in the Alderaan system. After the Alderaan tragedy, Rieekan bounced between being a senior advisor in Alliance High Command and assigning sector commanders in the field. As commander of the main Rebel base on Hoth, General Rieekan had the unenviable task of getting the base operational on a system that refused to cooperate. After the Battle of Hoth, General Rieekan became a permanent member of High Command as Chief of Sector Command.

Did you know? Bruce Boa, who played the emotionless commander of Echo Base, also lent his talent as a ranking leader in such movies as *Superman* and the James Bond movie *Octopussy*, as well as Stanley Kubrick's *Full Metal Jacket*.



Major Bren Derlin

General Rieekan knew that keeping Echo Base running consistently and efficiently would be no easy task, which is exactly why he chose the burly Major Bren Derlin. Having worked with Rieekan several times before at the sector level, Captain Derlin had garnered a reputation for being intelligent and resourceful. His biggest moment came during a critical evacuation of a Rebel base on Nentan that housed several hundred refugees. Rieekan promoted him to major and attached him to Major Monnon's Corps of Engineers as a supervisor. After the base was completed, it was a natural choice to make Derlin the head of Echo Base's security and operations.

Did you know? Many fans know that John Ratzenberger of *Cheers* fame played this role. What many don't realize is that Ratzenberger also does voice-over work for cartoon projects such as *Finding Nemo*, *Monsters Inc.*, *A Bug's Life*, *Toy Story* and *Captain Planet and the Planeteers*.



Commander Beryl Chiffonage

Commander Chiffonage was instrumental in planning what little offense the Rebel snowspeeder pilots could muster. "Attack Pattern Delta" – which had a group of T-47s forming a nose-to-tail line and thus only one target upon approach – and the use of power harpoons to trip the massive walkers were both his idea. Princess Leia was working with Commander Chiffonage when she overheard Han's remarks to General Rieekan that he was leaving. Commander Chiffonage was captured when his transport attempted to pass through an Imperial checkpoint.

Did you know? Although Chiffonage came up with the idea of tripping the walkers on Hoth, General Veers had learned of this potential strategy several years earlier while he was in charge of the AT-AT program. Then-colonel Veers promptly buried the information to prevent it from damaging his career.



Commander Tamizander Rey

Commander Rey was responsible for overseeing Echo Base's docking bay operations. No one landed or took off without his knowing about it first. Sometimes his job could be much tougher, such as when he had to deliver the initial news to Captain Solo that Commander Skywalker had not yet returned. Commander Rey made the suggestion to General McQuarrie that no ship be allowed to leave until the energy shield had been activated, a suggestion for which Commander Rey took much flak from the non-Rebel pilots delivering supplies. Later, he was seriously wounded while coordinating the various Rebel transports for takeoff, yet he continued to coordinate the departures.

Did you know? Commander Rey served as a member of the defense force on Esseles, a Core world renowned for its rich culture, acclaimed museums and high-tech research facilities.



Major Torgn Farr

As Echo Base's chief controller, Torgn Farr had one of the most critical and high-pressure jobs in the base. She had to communicate all orders given to the base troopers and speeder pilots—including issuing the orders herself to Ion Cannon Control. One mix-up could cost the lives of brave men and women the Alliance could not afford to lose. Lucky for the Alliance, Controller Farr did not have a reputation for carelessness. After the base was infiltrated and she gave the code for retreat, Farr helped slow down a squad of snowtroopers on her way to the evac area. When her transport, the *Bright Hope*, was disabled, Farr took command of the ship. She ordered several dozen personnel back to Hoth via the escape pods and the rest—mostly wounded, including her sister Samoc—she moved to the waiting *Mist Hunter*. For her bravery and initiative under significant duress, Rieekan promoted Farr to commander, awarded her the Kalidor Crescent, and approved her request to lead a Special Forces team back to Hoth in a rescue mission.



Captain Tigran Jamiro

Hailing from the seemingly forgotten planet of Onderon, Tigran Jamiro kept track of personnel. Specifically, he worked with security to be sure that everyone (Alliance or otherwise) coming and going from the base was legitimate, and with General Rieekan's well-known paranoia, the pressure on Tigran was much greater than when he served in the same capacity on Dantooine and Yavin 4. In addition to this duty, when there was an evacuation, Tigran worked with the evac officer in an effort to keep the evacuation running efficiently and smoothly. He was the officer to confirm that Commander Skywalker had indeed not checked in. Twenty-five years later, General Jamiro commanded the ground troops against the Yuuzhan Vong at Ylesia.

Did you know? Tigran's home planet of Onderon was the site of several well-documented Jedi and Sith dealings—including the Freedon Nadd uprisings—nearly 4,000 years prior to the Galactic Civil War.



Lieutenant Romas "Lock" Navander

This Corellian tech officer helped coordinate and relay orders to Rebel starships and worked closely with Commander Rey. Lt. Navander was the one to inform Echo Base that the first transport had safely escaped the system. From there, Lt. Navander hopped into a Y-wing and helped escort not one but four transports to the hyperspace jump point. A pair of TIE fighters destroyed his Y-wing as he went back to aid another transport. He safely ejected but was captured by a nearby Star Destroyer.

Did you know? This Rebel was played by actor Jerry Harte, who returned almost a decade later to take part in Lucasfilm's other popular franchise as Professor Stanton in *Indiana Jones and the Last Crusade*.





Kesin Ommis

Kesin was among several personnel who were pulled from their regular assignments for gunner duty on snowspeeder flights, his assignment being with Rogue pilot Derek "Hobble" Klivian (whom he stood next to during Leia's briefing). Kesin joined the Rebellion about a year after Yavin and served aboard several of the Alliance's corvettes and frigates as a skilled gunner. His last (and longest) assignment before being wounded in the Battle of Hoth was aboard the escort frigate *Tharen*.



Major Shawn Valdez

Evacuation was routine for most Rebel bases, which is why High Command started giving focused training in evacuation procedures after the Battle of Yavin to chosen SpecForce officers. These officers were then assigned to high-priority bases. Captain Valdez was one of these specialized evacuation officers who was assigned to Echo Base. Because of Valdez's efficiency and training, he was able to ensure the safe evacuation of more than 86 percent of the base personnel and surviving SpecForce troopers.

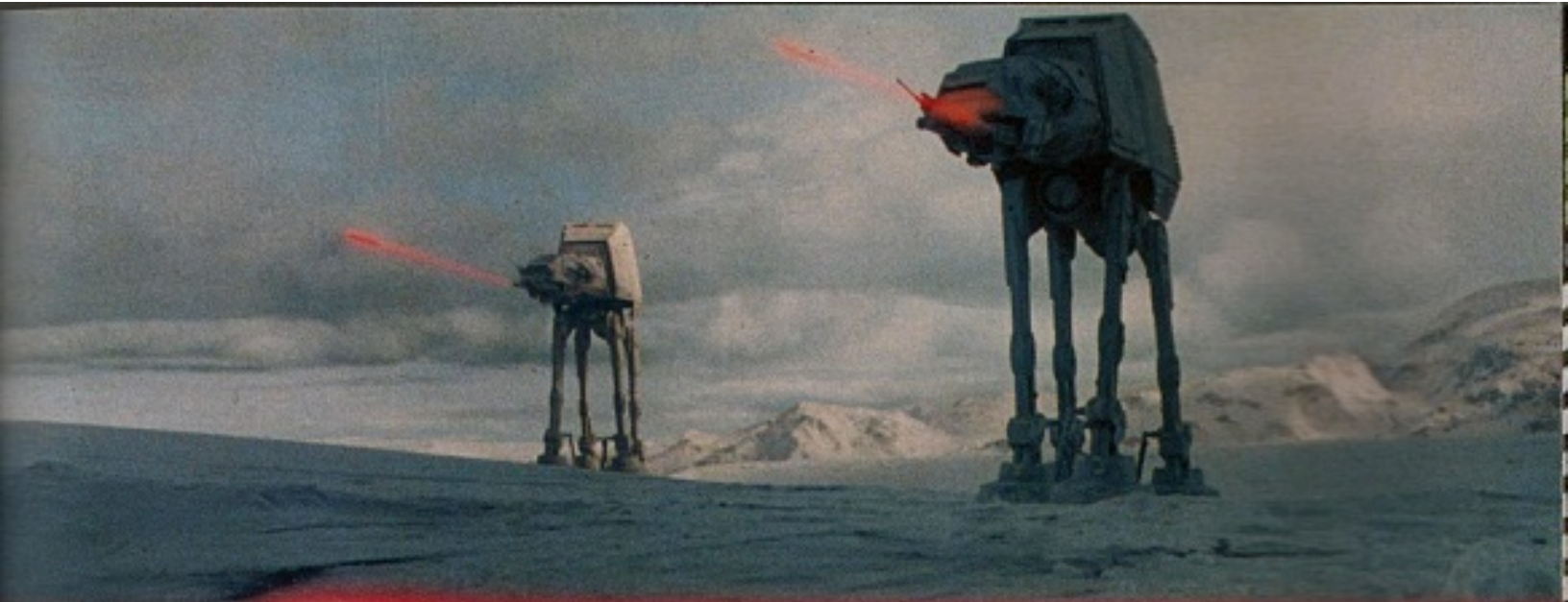
Did you know? With Lucasfilm's permission, Decipher named the major after courageous 13-year-old Jacksonville, Fla., game player Shawn Valdez, who battled leukemia for nearly eight years before he succumbed to the disease. Shawn was a huge fan of the *Star Wars* movies and the trading card game. (See *Insider* 34 for more.)



Sergeant Major Trey Callum

Sergeant Callum was one of the battle-hardened leaders under the command of Colonel Fiest. Entrenched near station five-tee-seven, Sergeant Callum received a call from Echo station three-tee-eight that Imperial walkers had been sighted by a scout and was asked to verify. Sergeant Callum didn't need his electrobinoculars; the monotonous thump of mechanized feet was more than enough to validate to him that the Imperial invasion force was close. When he visually confirmed the walkers, he signaled the station with the report, a broadcast to the entire base. Sergeant Callum was killed soon after in the opening barrage of the battle.





Sergeant Reque Hollis

Raised on Naboo, Sergeant Hollis was another of Colonel Firest's top sergeants, and the only one in the Colonel's five companies to survive. During the battle, Sergeant Hollis distinguished himself by rescuing a cut-off squad of troopers, pulling two of his medical personnel out of the way of an AT-ST, and becoming wounded while manning a Golan laser battery to cover his company's retreat. For these acts of selfless valor, Sergeant Hollis received the Kenobi Medallion, a bronze device for his previously earned Kalidor Crescent, and a promotion.

Did you know? Sergeant Hollis' father, Lutin Hollis, served as a member of Naboo's Royal Security Force both before and during the Clone Wars.

Lieutenant Cal Alder

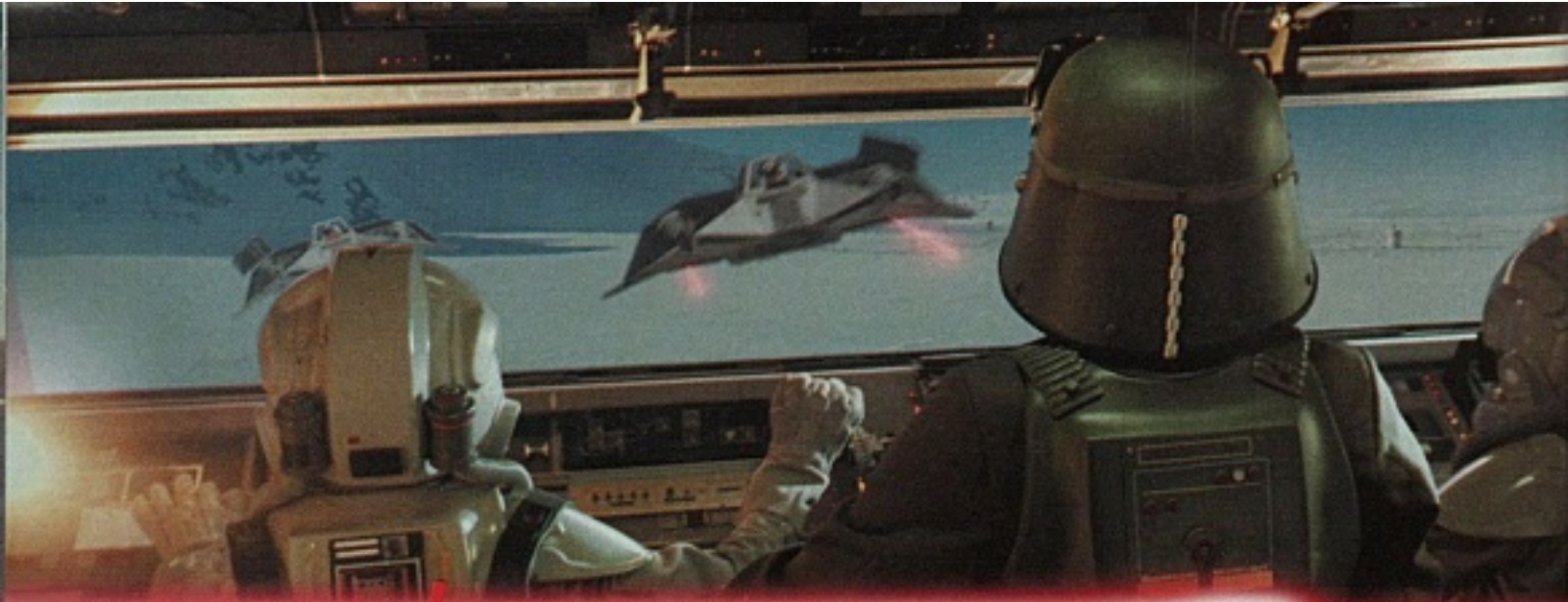
Lieutenant Alder was among Echo Base's finest forward scouts. His expert knowledge of terrain and native creatures made him among the first personnel to arrive. His expertise impressed Major Derlin, with whom Alder served during several of the Alliance's most perilous operations, including Nentan. Alder had orders to patrol the base's outer perimeter. Later, Alder coordinated the search party for Luke Skywalker, reporting the grim news to Major Derlin that nothing had been heard from either Commander Skywalker or Captain Solo. During the Hoth battle, he moved along the main defensive perimeter, helping to direct snowspeeder groups.

Did you know? Lieutenant Alder helped plan an operation known as the DarkStryder Campaign, which took place in his home sector of Kathol. The operation was led by Rebel SpecForce legend Lieutenant Judder Page.

Corporal Wildar Blin

Before joining the Alliance, Corporal Blin was a member of Corulag's local security force. He joined the sector's Rebellion underground after the betrayal of his family by his brother, a member of COMPNOR (Commission for the Preservation of the New Order). Skilled in recon, he helped spot for the artillery as well as mark for capture any salvageable Imperial equipment from the fallen walkers. He and his assistant were killed when an overzealous snowspeeder pilot destroyed the vulnerable walker tripped by Commander Antilles.





Corporal Corman Quien

Corporal Quien's love of animals was not a skill he thought could be of use to the Rebel Alliance, but part of the Rebels' success was the way they could make use of their surroundings. Corporal Quien was charged with capturing, taming and training native creatures for use as mounts or beasts of burden. On Hoth, the Rebellion quickly realized their need for mounts when adapting their speeders proved more challenging than anticipated. Luckily, High Command had thought ahead and assigned Corporal Quien to Major Monnon's Corps of Engineers. While the corps built the base, Quien herded tauntauns. Later, Corporal Quien was the scout who covered Sector 12 as part of Sergeant Alder's search party. Corporal Quien was killed during the battle when a startled herd of tauntauns broke loose from their holdings, trampling him and four others.



Captain Wyrton Serper

Captain Serper's skill lay in blending in. As a member of Intelligence, Captain Serper often posed as the enemy in an effort either to gain valuable information or to rendezvous with Imperial defectors. His last assignment saw him serving as a sensor specialist aboard the Star Destroyer *Avenger* for several months. At the time, Death Squadron was far from Hoth. He reported so and was pulled for reassignment. Unfortunately, just a few days later, Death Squadron received new information and turned back toward Hoth's direction. While waiting for his new assignment from Intelligence, Captain Serper served as one of Echo Base's scanners – specifically, deciding what was an asteroid and what could be an Imperial scout ship. During the battle, he was transmitting code signals to the troops from Princess Organa when the command center was hit. He was killed by Vader's contingent of snowtroopers while trying to evacuate his post.



K-3PO

With at least two decades of military service under his belt, K-3PO was one of few droids granted the honor of "recognition." Because he hadn't received a memory wipe in so long, K-3PO's military value increased every day. With all his service, the old-model protocol droid archived thousands of tactics and other files, allowing him to act more as a tactical advisor than as a protocol droid. K-3PO served the Rebellion at Yavin's Massassi Base and was Echo Base's droid-pool coordinator. K-3PO's programming and memory, salvaged from Echo Base, would later serve the Rogues more directly through the squadron's protocol droid, M-3PO.

Did you know? Chris Parsons, the extra who filled the droid suit that was K-3PO, also brought Zuckuss' partner, 4-LOM, to life.



R-3PO

There never was a moodier droid in Echo Base. R-3PO initially belonged to Chaz, one of the Alliance's more notorious smugglers. The droid was "accidentally" left behind and quickly became a general nuisance. One of the Empire's favorite tricks was to program droids as spies in hopes they would make their way into the sympathetic Rebel Alliance. Therefore, Major Palo Torshan, one of the base's top security personnel, suggested the droid be reprogrammed and set loose in search of these droid spies. Additionally, Torshan suggested that the droid not receive a memory wipe or have its red body repainted. After all, who would suspect such a flamboyant, moody protocol droid to be doubling as an espionage droid? Major Torshan's instincts proved correct, and R-3PO helped foil several Imperial infiltrations both at Echo Base and, later, as a part of High Command.



2-1B

Too-Onebee belongs to a fiercely independent series of droids. He spent several years in the service of the Empire on the planet of Firro as personal physician to Lord Cuvir before becoming part of the Alliance. The droid was the chief surgeon at Echo Base. He also aided in an investigation that led to the discovery and capture of several wampas from a nearby wampa cave. He was assigned to the *Bright Hope* and later the medical frigate *Redemption*, where he performed the surgery that gave Commander Skywalker his artificial hand.

Did you know? Too-Onebee was rescued from the Empire by and served briefly with Lieutenant Tiree, who later flew as Gold Leader's wingman and was killed at the Battle of Yavin.




FX-7

Nicknamed "Fixits," these droids worked primarily as assistants to medical surgeons (living or mechanical). They could perform a variety of functions with more than 20 manipulator arms (most of which were interchangeable) and sophisticated medical sensors and diagnostic equipment. Like many droid counterparts, the "Fixit" that assisted 2-1B in the Echo Medical Lab had been assigned to him for more than a year because of their good rapport. That droid continued to serve faithfully with 2-1B aboard the doomed *Bright Hope*.







PEARLS IN THE SAND

by Voronica Whitney-Robinson
illustration by Dave Dorman

"I've found them," slurred the tipsy Mon Calamarian to his companions.

"What are you talking about, Ackli?" one of his Zabrak friends murmured while sipping at his almost-empty tankard.

"I saw them," he hissed, leaning so far across the filthy little table that he looked as though he was sleeping on it. "I found krayts."

At the mention of the fabled dragons, supposedly four to five times larger than the oldest of banthas, the few patrons of the tiny tavern in the remote outpost grew silent. Most dismissed the Mon Calamarian's claims, saying he was drunk or had heat stroke – or both. But a few pricked up their ears, including two robed figures near the back of the cantina. As soon as she heard the word "krayt," Dusque Mistflier pulled back her desert robe, revealing a full head of long, sandy-brown hair. She narrowed her gray eyes and strained to hear the Mon Calamarian better. The human was intrigued.

"I saw them," he said, talking more to his tankard now than to anyone else in the cramped cantina, sensing even in his drunken state that no one believed him. Most of the other patrons had gone back to discussing other topics, from the latest moisture-vaporator model to the increase of Tusken Raiders east of the tiny outpost of

Mos Talke. The topic of dragons was not a new one; the inhabitants of Mos Talke and indeed a good portion of Tatooine had heard of their existence. Not many spoke of seeing the creatures, however, because not many survived such an encounter.

"And I saw where they go to die," Ackli said so quietly that the declaration was nearly lost beneath the mournful whine of the lone slitherhorn player, who continued to play whether or not anyone watched him. As before, several heard Ackli's claim and wondered at the implications.

One of the Zabraks in Ackli's company, his face covered with a variety of tattoos, propped up the Mon Calamarian, none too gently. He demanded, "Could you find the place again?"

Ackli brushed the Zabrak's hands away as though he found them offensive. "Course I could. I could do it with my eyes closed." As if to prove the point, he closed his eyelids and opened them again.

"If he's telling the truth ..." the Zabrak said to the other Zabrak sitting at the small table with the Mon Calamarian.

"... then there might be bones or nests," the other finished for

him, "and we both know what that might mean."

Even from her booth, Dusque could hear the absolute greed in the two Zabraks' voices. She turned to her companion, who was lowering his own hood.

"Did you hear that, Tendau?"

As soon as his domed head was visible, the Ithorian regarded Dusque with a look she knew well: one of caution mixed with reproach and resignation.

"I suspect I do, child," he replied slowly, his voice echoing oddly from his twin mouths.

The young woman leaned closer to Tendau's tall frame and whispered, "If they do know where the krayt graveyard is, imagine what that might mean!" She no longer bothered to disguise the growing excitement in her voice.

"Oh, I am imagining what it might mean, make no mistake," the Ithorian said. "Being consumed by krayts, running from greedy treasure hunters ..."

"It will be fine." She laid a delicate hand against his long fingers. "This is a real opportunity. Can you picture how impressed Willel will be when we return with genetic samples of canyon krayts? And, just maybe, we'll find that precious item everyone who has ever followed these animals hopes to discover."

Tendau smiled at her genuine eagerness, and Dusque knew she had just about won him over. "We've got enough samples and tissues from feral banthas and bocatts to more than satisfy Willel's request," she said. "It wasn't as if it was the most challenging of missions anyway. Just sandy." She tried unsuccessfully to comb her fingers through her caked hair for emphasis.

"And we won't have another chance to go out again for weeks," she added. "I think the next thing on the agenda is a trip to Naboo for some sort of creature-handler event. You and I both know how boring that will be, watching a bunch of novices who think they understand the nuances of animal behavior strut around with their beasts."

"Not the most glorious of assignments, I agree," Tendau said. "But this —"

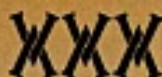
"— is a once in a lifetime opportunity," said Dusque.

"And if the Mon Calamarian is mistaken?"

"Then we'll have added only half a day or so to our trip, and no harm done." She flashed a big grin as she heard the Ithorian sigh. Dusque knew she had persuaded him.

"All right," he said, "but I hope we will not regret this."

"We won't," she assured him. "I'm certain of it."



Dusque and Tendau followed the two Zabraks and the now-sober Mon Calamarian for several hours. As soon as they had left behind the few tiny buildings that comprised the isolated post of Mos Taike — a place so small there wasn't even a shuttleport — there was little else except sand and wide open space to distract them.


Although Tendau was bulky and had some difficulty maneuvering over the dunes, he kept pace with the smaller, lighter Dusque. Even though their light-colored cloaks and environmental suits offered protection from the suns as well as camouflage on the sand, Dusque could feel a small trickle of sweat roll down between her shoulder blades. If she was already beginning to feel uncomfortable, she

Just maybe we'll find that precious item everyone who has ever followed these animals hopes to discover.

could only guess at what the Ithorian was suffering, with his larger frame and somewhat delicate feet. In all their years of service to the Empire as bioengineers, however, Dusque had never once heard him complain of hardship. Tendau's love of all the creatures throughout the galaxy had driven him from his herd ship to service in the Empire, where he could unravel the secrets of nature down to the genetic level. Dusque knew he was willing to sacrifice much for that prize.

And for some reason Tendau had taken a liking to Dusque, the only woman in the elite circle of bioengineers. Her other colleagues tended to regard her with disdain, and she always felt as though she had to prove something to them. She felt as though she were perpetually the new recruit to their ranks and could never hope to bridge the gap between their experience and her own expertise, no matter how hard she tried. The other bioengineers made Dusque feel that she could not rise to their lofty level — not ever.

It was different with the Ithorian. Perhaps it was simply because they were both strangers on a strange world that they had forged a friendship in the sterile environment of their profession. Or maybe it was because they both were genuinely fascinated by nature and



what made things tick that they had bonded. For whatever reason, they had become a good team and were fortunate enough – or were both disliked enough – that they were assigned to missions together on a regular basis.

The missions they received were not the best. Typically they found themselves collecting mundane genetic samples of less-than-unusual creatures in some of the most backwater locations in the galaxy. Dusque always listened to those around her, however, and she had more than once stumbled across tales of a creature of unusual size or rarity because of her careful observation. She always managed to convince Tendau to come along with her, and she found that the prizes she discovered were enough to mollify those in charge enough that they overlooked her transgressions. She preferred to ask for forgiveness rather than for permission when on assignment.

Dusque realized she might have just sealed their fate, as there were many who hated the Emperor and his servants.

The twin suns of Tatooine beat down mercilessly upon the golden sands. Everywhere she turned, Dusque saw only gold and blue in endless expanses. She lowered her hood and wiped the sweat from under her long hair. She turned toward Tendau and saw that he had followed her cue and removed his hood as well.

"How are you doing?" she asked.

"I'm –" Before he could get out another word, he was interrupted by the whine of laser fire.

"That sounded like it came from over that dune," Dusque said. She pointed toward the last direction in which they had seen the trio of looters heading. She ran toward the blasts. "C'mon."

As they headed cautiously up the dune, Dusque saw a woolly beast with large, curved horns swing its head up from the other side of the crest.

"Banthas," Dusque whispered as she slowed her pace, "and blasters."

"It can only be Tusken Raiders," Tendau said, drawing up alongside her.

"Sand People," she hissed. Dusque was well aware of the Sand People's ferocity and penchant for cruelty.

They dropped to the ground and crawled along the hot sand the rest of the way up to the ridge. From their position, they could see a group of three Tusken Raiders with five tethered banthas near an impromptu camp. Two of the three Tusken had drawn their rifles and were firing on the three fortune hunters from Mos Taike.

"Those greedy idiots stumbled right into them," Dusque said.

"And they don't seem to be faring very well," Tendau observed.

Dusque looked around and saw little that could help the situation. She had only a simple Twi'lek dagger, and she knew that Tendau had only a survival knife. Neither of them carried any other type of weapon – certainly nothing that would match a Tusken rifle or gaffi stick. She would have to think of something else. Scanning the scene, she saw only one thing that might work.

"Tendau," she said quietly, "slip down along the south side, and I'll go down the north side. We've got to cut those banthas loose and get them running."

The Ithorian smiled at her plan. "It is about all we can do," he whispered back. "I hope it works."

"So do I."

With that, she started sliding down one side of the ridge as Tendau slid down the other, putting them at opposite sides of the small herd of banthas. Dusque began to cut away at their tethers, hoping that the Sand People would be too distracted by their immediate prey to turn back and check on their mounts. Fortunately, she and Tendau managed to cut every tether undiscovered. She nodded to the Ithorian, and the two of them proceeded to jostle the herd's matriarch until she started to move. Just as Dusque suspected, the rest of the herd followed her lead, and soon every bantha had broken into a run, and Dusque and Tendau barely made it up over the ridge before one of the three Tusken Raiders noticed that their mounts had fled.

Dusque was counting on the fact that the Tusken Raiders were greedy but mercenary. The three opportunists from Mos Taike couldn't have amounted to more than sport to the desert dwellers and were of little monetary value to them, but their mounts would be too precious to lose. As it turned out, Dusque was right.

When the first of the Sand People noticed that their banthas had broken free, he yelled to his companions in their strange tongue. It was only a matter of seconds before the others gave up their attack on the Zabrats and Mon Calamarian and scrambled to their feet. The three fortune hunters wasted no time in fleeing from their pinned-down position and heading east. They surely wanted what might exist in the graveyard as much as Dusque did, and didn't seem to wonder why their fate had suddenly changed – they simply took advantage of it. Looking south, Dusque could see the three Sand

People diminished against the horizon as they trailed after their mounts. She and Tendau had remained undetected by both parties.

"Let's keep going," she told the Ithorian, and they continued trailing the former cantina patrons.

For the next thousand meters or so, little happened. Dusque and Tendau kept a discreet distance from the trio, remaining mindful that other Raiders might be lurking between the shifting dunes. They grew more and more tired as they trudged farther into the desolate desert, but they could not stop to rest because their quarry did not. Even though there was only the slightest breeze, it was enough to cover the trio's erratic tracks in only a few moments. Dusque was concerned they would lose their trail if she and Tendau slowed their pace, so they pushed on. Dusque hoped they were nearing the location the Mon Calamarian had spoken of back in Mos Talke, but her mind started to churn over what they were going to do with their competitors once they got there. It turned out not to be much of an issue.

As they climbed up another steep incline, Dusque turned back to check on Tendau. She could see that he had tired tremendously but wouldn't say a word to indicate it. She couldn't let her zeal for the potential prize wear him down any further.

"Why don't we stop for a while?" she said, surprising herself with her own raspy voice.

"I was thinking the exact same thing, little lady," Dusque heard from behind her. She whirled around to see the trio lined up on the other side of the dune where she and Tendau were standing. The two Zabrats had small holdout blasters drawn. The Mon Calamarian stood slightly behind them with an almost ashamed look on his face, as though he couldn't believe the manners of the company he was keeping.

The one who had spoken motioned to Dusque and Tendau with his blasters. They were in no position to argue, so they climbed down the slope to stand in front of the armed Zabrats.

"And just who might you be?" the second one demanded. "Chasing after our treasure?" The first Zabrak shot him a look, and Dusque thought he must have been afraid that his companion had already revealed too much.

"Look," Dusque started to explain, raising her slim, white hands in the air in a gesture of someone trying to fend off an argument. "We're not trying to steal anything you think is yours. My colleague and I are Imperial bioengineers under Emperor Palpatine, and we —"

"Bloody scientists!" The first Zabrak spat and raised his blaster. Dusque realized she might have just sealed their fate, as there were many who hated the Emperor and his servants, especially this far from the core worlds.

"Wait," the other Zabrak said. "I'm not prepared to shed blood over these pearls, and I'm definitely not prepared to have the Empire breathing down my neck any more than it already is. I've got a better idea."

"What do you have in mind?" the first asked, and Dusque could hear that the anger in his voice had been replaced by the emotion felt by many who believed themselves to be on the wrong side of the Empire: fear.

"Let's let the desert claim them," the second said. "By the time anyone finds them, they'll be mostly bones. I'm sure, given their line of work, it wouldn't be the first time one of them met with a fatal accident."

"That's a good point," the Mon Calamarian chimed in. He seemed eager to avoid bloodshed as well.

Glinting in the starlight was what looked like a series of white arches, perfectly shaped and perfectly spaced apart.

The first Zabrak, who had been so eager to blast them, took their knives and waved them to sit down. "One of those knives is mine," the second Zabrak said.

As Dusque and Tendau followed the Zabrak's orders, the wind picked up, and although there was still at least half an hour before the second sun of Tatooine set, darkness fell quickly.

"Sandstorm coming," the Mon Calamarian shouted to be heard over the growing howl of the wind. "Just leave them. The sand beetles will take care of them."

The second Zabrak had yanked Dusque's arms behind her back and was lashing them together when visibility dropped to nearly nothing. "Good enough," he shouted to his twin, and the trio took off, still maintaining an easterly direction as best as Dusque could tell.

As soon as they were out of sight, Dusque shouted, "Are you all right?"

The Ithorian managed a rueful smile. "You do manage to get us into the most interesting predicaments," he yelled back.

Dusque rose to her feet and stumbled in the darkness, kicking at the ground. With the reduced visibility, it took a few moments before she felt the thud she was hoping for. She dropped to her knees and groped until she found the jagged rock she had kicked. Dusque began to saw her bindings against the stone.

"I'll be right there," she shouted. She realized that, in the midst of the swirling sand that bit her face, she had no idea where Tendau was. She was momentarily confused. It took only a little effort to cut through the leather thong that the Zabrak had used to bind her. Now she had the daunting task of finding Tendau.

"Tendau!" she shouted above the howl. She turned about wildly and tried to remember which direction she had taken when she had begun searching for the rock. She tried to slow her breathing and calm her heart, realizing that she was verging on panic.

As she decided which direction to take, she noticed the sandstorm was weakening. She remembered, now that she had regained some composure, that these storms never seemed to last long on Tatooine. Like many of its indigenous animals, Tatooine's sandstorms were quick – and often deadly.

As she wandered through the boneyard, Dusque marveled at how many of the creatures had passed away, each one inexplicably drawn to the same spot.

"Tendau!" she called again when she thought she saw his bent form ten meters away. Even as she raced back to him, she was amazed at how far she had actually walked. She shook her head at the power of disorientation that the short storm had wrought.

As she dropped to his side, Dusque noticed with concern that Tendau was hunched over. Then she realized he had assumed that position to hide the domed head perched atop his long, curving neck.

"Are you okay?" she asked as she untied his hands.

"As usual," he finally answered, "I believe I am as all right as you are." The sandstorm had nearly abated, and Dusque could see his gentle smile.

She smiled in return, but her expression faded to a wince when she saw his bloody wrists. Obviously, he had been struggling against his bonds the entire time she had been looking for a way to free herself, and she realized that nothing was worth the pain of seeing her friend injured.

As she helped him to his feet, Dusque said, "It won't take us too long to return to Mos Taike now that we aren't trailing them any longer.

C'mon." She moved to turn back, but the Ithorian remained steadfast.

"It would be incredibly wasteful to retrace our steps when we are so near to our goal," he said.

"You want to go on?" she asked, incredulous.

"Don't you?"

"Yes ... I do."

"Then let's continue," he said, taking the lead. "I don't think they could've gone too far with the storm."

Dusque shook her head and smiled, partly at her companion's resiliency and partly at his loyalty. He knew how this quest had caught her attention and how she hated to leave anything unfinished. And he was willing to see it through to the end. She was touched by the prize she already possessed: his friendship. As they tracked the mercenary trio as best they could, one thing nagged at Dusque. She mulled it over and over, and then she finally mentioned it to Tendau.

"You know what seemed strange?" she said. "The fact that he called what we are searching for 'pearls.' Didn't that seem a bit odd? I mean, I guess they do resemble pearls somewhat, but why would he have chosen that –"

"Look," Tendau interrupted and pointed to something at the eastern end of the rift they were standing atop. Glinting in the starlight was what looked like a series of white arches, perfectly shaped and perfectly spaced apart. Even from a few hundred meters away, Dusque realized what they were.

"Krayt bones," she breathed. She grinned at Tendau and was ready to run down the hill. But before she could take a step the now-familiar whine of lasers cut through the night. There were multiple blasts, and they were growing louder. Dusque and Tendau, seeing only scrub and brush around them, dropped to the cooling sand for cover. A moment later, the Zabraks and the Mon Calamarian appeared at the eastern end of the rift, running in the opposite direction. Every once in a while, one of the Zabraks turned and fired behind them, but for the most part they simply ran as fast as their legs would carry them. They were nearly out of sight, and Dusque was beginning to question their sanity when a cry ripped through the night.

Coming out of the darkness from the eastern end of the rift were not one but three krayt dragons. Dusque held her breath in awe. She had studied the information on the creatures – or what little information existed on them – but she had never dreamed she would be so close to one, let alone three. The first two were much larger, so she guessed the third was a juvenile. All three had the distinctive crown

of five horns, and their bodies were greenish. Even from where they lay, Dusque could see the large spines protruding from every part of their armored skin, and the twin spikes at the end of their tails.

As best as she could estimate, the smaller krayt must have been as tall as two average humanoids at the haunches, while the older dragons were at least twice as big as that. It was supposed that the animals continued to grow until death. If that were truly the case, Dusque wondered how old the specimens in front of them might be.

Just as quickly as the dragons had appeared, they disappeared in the opposite direction, still in pursuit of the three intruders.

"It looks like our 'associates' have drawn the animals out for us," Tendau said quietly, although there was no need for whispers.

"Let's not waste the chance," Dusque replied, starting to run down the hill where the krayts had appeared, the Ithorian directly behind her.

As they entered the rift, Dusque could hardly breathe. There were not just one or two skeletons, but hundreds upon hundreds. As she wandered through the boneyard, easily passing through the partial ribcages as though they were tunnels, Dusque marveled at how many of the creatures had passed away, each one inexplicably drawn to the same spot. The place reminded her of some of the other creatures she had encountered in her work, animals that always returned to the same place to spawn. Some of those creatures were known as "terminal spawners," because they died soon after reaching their destination. Dusque hoped that was the explanation in this case.

As Dusque and Tendau moved deeper into the rift, passing skulls and the remains of claws, something winked reflected starlight from the sandy ground. Dusque moved toward it as her colleague reminded her, "We best collect what samples we can. I don't think we have much time."

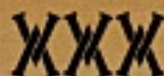
Nestled in the center of one of the many ribcages was an object nearly the size of Dusque's head. She hefted the thing up and held it out for a better look. Its surface was a creamy color, and the object glowed softly. It was perfectly smooth, and Dusque realized that the krayts, like many reptilian species, must swallow stones and churn them around in their gizzards to aid digestion – perhaps for years.

"Pearls," she said, and although the boneyard was an odd place for it, she burst into laughter. "Pearls," she said again, almost breathless.

"Dusque," Tendau said. The tone of his voice caused Dusque to whip her head around.

She gasped and let the krayt pearl fall to her feet.

"Ohhh," she said in awe.



In the tavern, a few of the newly arrived travelers from Mos Espa sat around the bar. After a few Tatooine Sunburns, the talk turned to the fabled canyon krayts and their treasures.

"I heard that the graveyard is littered with their pearls, each one worth a fortune," said a young Rodian to his female companion. "I'll find one for you," he told her before stealing a kiss. She giggled delightedly.

"Don't be stupid," a human snapped at him. "Not only is there no graveyard, there's no such thing as a krayt or a pearl. All that you'll find out there are some giant sand beetles that will be more than happy to make a meal out of you." He and his companions shared a hearty laugh.

Slowly, she withdrew a single, pearly object and held it with great reverence high in the air.

"He's right," came a strong female voice from the back of the room. In a dark corner of the tavern, a cloaked figure rose, left her hooded companion, and walked to the bar.

The woman pulled back her hood to reveal a head of light-brown hair full of sand and dust. Her gray eyes twinkled with delight. "There is such a thing as a krayt, and there are fortunes beyond belief out there, just waiting for discovery."

Not to be outdone by the young woman, the human who had discouraged the Rodian demanded, "And how do you know?"

"Because not only have I been there, I have brought back one of their treasures."

The room grew silent in anticipation. Dusque lifted a sack onto the bar and carefully opened it. Slowly, she withdrew a single, pearly object and held it with great reverence high in the air.

"Aww," the Rodian moaned. "That's no treasure, just a worthless egg." And the patrons returned to their drinks, disappointed.

But Dusque heard none of it. She stared at the gleaming krayt egg and sighed, "Priceless." ☹️



REPUBLIC HOLONET NEWS

CLONE COMMANDER GRADUATES READY FOR ACTION



TIPOCA CITY, KAMINO – The first graduates of an advanced officer-training program for the Grand Army of the Republic are ready for action.

Not all clones are created equal. Although they share the same genetic template, a classified percentage of the Republic's clone troopers are designated commanders at the embryonic stage. They undergo a specially tailored flash education program and subtle genetic manipulation to emerge with the necessary command expertise on their very first missions.

Supplementing these virtual educational packages are grueling training programs administered by members of the elite Advanced Recon Commandos, the ARC troopers – even more specialized clones that are developed in smaller numbers. From the first class of clone commanders have emerged 100 graduates ready for distribution to the scattered battlefields of the Clone Wars.

"The canned edu-packs can teach a soldier only so much," said Alpha-17, lead instructor at the Tipoca City training facility. "These commanders need the guidance only seasoned combat veterans can provide."

"There's a galaxy of difference," said Commander Thire 4477, one of the graduates. "Sure, we understand that the neural pumps give us what feel like authentic combat memories, but having the ARC drill sergeants making it real and overseeing the simulations gives us the edge over the previous units."

One notable distinction of the ARC commanders is their use of given names in addition to serial numbers. Upon graduation, these clone commanders are officially recognized by this identification.

"In the past, a desire for individuality led to the spontaneous creation of combat nicknames in the field," explains Kaminoan Prime Minister Lama Su. "A name was once considered a flaw, but we have found that allowing names produces the desired effects of initiative and goal-setting. In command units, these unofficial nicknames are formally recognized as a mark of distinction and excellence among our most capable products."

Many of these command graduates will be stationed on worlds of the Corellian Trade Spine to counter recent Separatist advances along that hyperspace corridor.

NEW TAGGE BARON LEADS TECH INITIATIVE

UNLOS TAGGE, TEPASI – With a mandate to bridge the technological gap in the Clone Wars, prodigy Baron Orman Tagge has been named chair of a specialized tech steering committee, part of the Analysis Bureau of Republic Intelligence.

"Too long has the enemy benefited from the research and innovation of the Techno Union," said Armand Isard, director of the Senate Bureau of Intelligence, via holocomm. "We have assembled the brightest minds loyal to the Republic cause and will counter anything the Separatists have to offer."

The appointment marks the second advancement for Orman Tagge, a technical mastermind just 17 standard years of age who was granted the title of baron last month.

"The bold ideas of the House of Tagge have kept us leaders for generations," said Tagge. "I vow to put aside any past competitive differences we may have had with other firms that are still loyal to the Republic, and I extend an invitation to the best engineers and scientists from Sienar, Kuat, Rendili and Corellian Engineering to counter the growing threat."



CIS SHADOWFEED

S H E D D I N G L I G H T O N T H E I R L I E S

BREAKING NEWS: Confederacy Storms Duro

JYVUS SPACE CITY, DURO – At 0221 local time, Operation Durge's Lance broke through the outer system defenses of Duro, destroying four Golan Arms deep-space battle platforms and devastating three *Acclamator*-class assault ships – *Anvil*, *Coronet* and *Bolide* – and two *Dreadnaught* heavy cruisers – *Prominence* and *Atrisian Iron*.

One of Duro's largest spaceborne cities, Jyvus, has already surrendered to Confederacy forces. Battle-droid infantry and Neimoidian irregulars have secured the structure and transformed it into a field command station for the Office of the General. Duro Chief Representative Officer Hoolidan Keggles, a native of Jyvus, is currently missing. Intelligence reports speculate that Keggles has



fled the orbital archipelago for the surface of the planet.

Though victory is far from secure with at least four more *Acclamators*, a *Victory*-class Destroyer and another *Dreadnaught* still in the system, the assault on Duro marks yet another major world along the Corellian

Trade Spine targeted by Operation Durge's Lance.


Consisting of the First and Third Fleets of the Confederacy Navy, the task force originally launched from Yag'Dhul and has been provisioned by supply lines from Sullust and Thyferra.

A team of Givin and droid astrographs have calculated modified hyper-space routes that circumvented Republic attempts to mine the Corellian Trade Spine. Seismic EMP countermines deployed by Techno Union picket ships have cleared a corridor into Duro, precipitating the attack.

The Duro planetary-defense forces, supplemented by at least one squadron of Jedi starfighters and two wings of V-19 starfighters, have been dispatched against the Confederacy forces, but preliminary reports indicate that the tri-droid fighters and vulture starfighters have broken through the Republic's snubfighter screens.

Though it is still early in the engagement, it is believed that Confederacy forces are currently positioning to cut off any Republic reinforcements from Kuat or Nubia. With such an overwhelming assault, CIS Shadowfeed analysts predict the fall of Duro by the end of this standard week.

If Operation Durge's Lance continues to push Coreward, Corellia will be the next world targeted. Fighting along the Corellian Trade Spine has intensified to rival the long engagements of the Rimma Trade Route and the Seswenna front.

CIS Shadowfeed will continue round-the-chrono coverage of this developing story. 



CONFEDERACY OF INDEPENDENT SYSTEMS

Geonosis Hidden Hangar

by Chris Trevas

Interstellar Charter Flights— Limited Seating

As war breaks out, Count Dooku (Christopher Lee) flees the scene on a speeder bike, eager to report back to his insidious master, Obi-Wan Kenobi (Ewan McGregor) and Anakin Skywalker (Hayden Christensen) follow him through the wastelands of Geonosis to a towering rock formation, where the count's unique starship is concealed within a secret hangar. This faux-stone set and vessel were built on Stage 2, one of the largest soundstages at Fox Studios Australia.

Confronting Count Dooku was not the first time Hayden Christensen appeared on this set as Anakin Skywalker. Earlier in production, while most of the set was still under construction, it served as the entrance to the Geonosian arena. Padmé professed her love to Anakin right before they passed through the archway into the bright sunlight simulated by banks of overhead stage lights. With the archway complete and the floor covered in sand, shooting the scene here was a simple and effective way to make use of the Geonosian architecture and move production along. At this point, the other sections of the set were in skeletal form, with wooden framework yet to be covered in artificial rock. After the sand was swept away, the hangar structure was completed and Count Dooku's ship moved into position. The solar sailer was approximately 70 feet long and took the crew eight weeks to build. It was one of the largest fiberglass structures ever built for a film. Before Count Dooku could stride up the ramp to his vessel, however, he had to

contend with the Jedi who caught up with him.

At the age of 80, actor Christopher Lee is a skilled veteran of swordfight scenes. "I've probably done more swordfights and dagger fights on celluloid than any actor in history," says Lee, "but this fight was greater than anything I've ever been involved in. I wasn't able to do that much of it—physically, I couldn't." For moves beyond his ability, Lee's stunt double, Kyle Rowling, would step in. Although Rowling was fitted with a wig and beard for filming, his head was replaced with a computer model of Lee's for the final shots. For the most complex actions, a fully digital stunt double took his place. This was only fitting, of course, since Dooku's final opponent in this conflict was computer generated throughout the film.

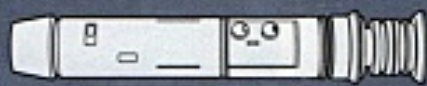
Thanks to Industrial Light & Magic, Jedi Master Yoda's fighting skills proved even greater than the count's. On set, the 6-foot-5-inch Lee could only imagine his under-3-foot opponent. "My eye lines for Yoda were all over the place," Lee recalls. "I was told what's happening—'He's up! He's down! He's fighting back!' It was actually very clear. It would have been impossible otherwise." Obviously out-matched, Count Dooku distracted his smaller rival by toppling a large digital addition to the environment over the fallen Obi-Wan and Anakin. After production wrapped, Fox decided to keep the impressive full-sized solar sailer on display at the studio. ☐

This control kiosk operates primary hangar functions, including the doors. Dooku quickly prepares for his departure as the Jedi enter.



Count Dooku's lightsaber was so complex that the first prototype from the Prop Department took six weeks to finish. Other lightsaber designs typically required only one week. Exotic blades from history inspired the curved hilt.





Construction crews carved the rocklike walls out of foam. At their highest point, the walls of the set rose 25 feet high.

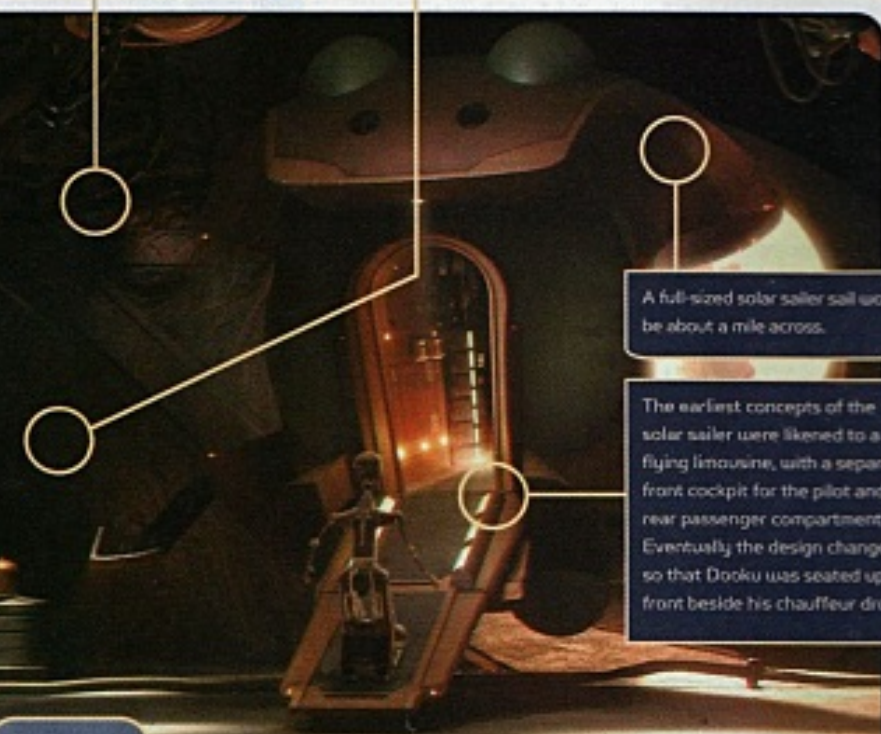


Only one side of the hangar was built on the soundstage; the opposite side (not shown) was simply bluescreen during filming. ILM added digital matte paintings in post-production to create the rest of the hangar.



When George Lucas was planning this scene with storyboards, he requested that more hangar equipment be added to the layout. Count Dooku needed objects to pull down onto the Jedi during the fight.

The new blue lightsaber Obi-Wan borrowed from a helpful Jedi colleague is based on the design favored by Adi Gallia and others. Unique details like the two red buttons on this model set it apart.



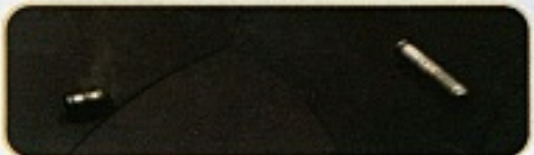
A full-sized solar sailer sail would be about a mile across.

The earliest concepts of the solar sailer were likened to a flying limousine, with a separate front cockpit for the pilot and a rear passenger compartment. Eventually the design changed so that Dooku was seated up front beside his chauffeur droid.

The green-bladed lightsaber Anakin wields at the beginning of this fight is based on the design used by Ki-Adi-Mundi. The Props Department made a special "smoking" battle-damaged version for close-up work.



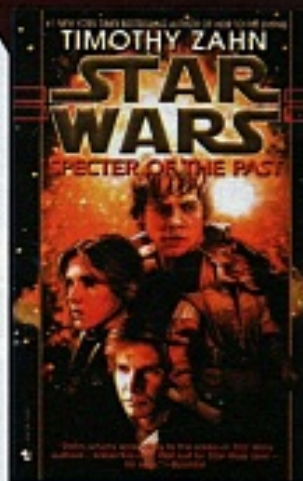
The design of Yoda's lightsaber was based on a small camera flashgun similar to the larger ones used as lightsabers in the original trilogy. ILM re-created it, with some minor changes, as a computer model.



An Expanded Universe Survivor Off on Another Quest

by Jason Fry

Timothy Zahn Returns to Tell Half of an Old Star Wars Tale



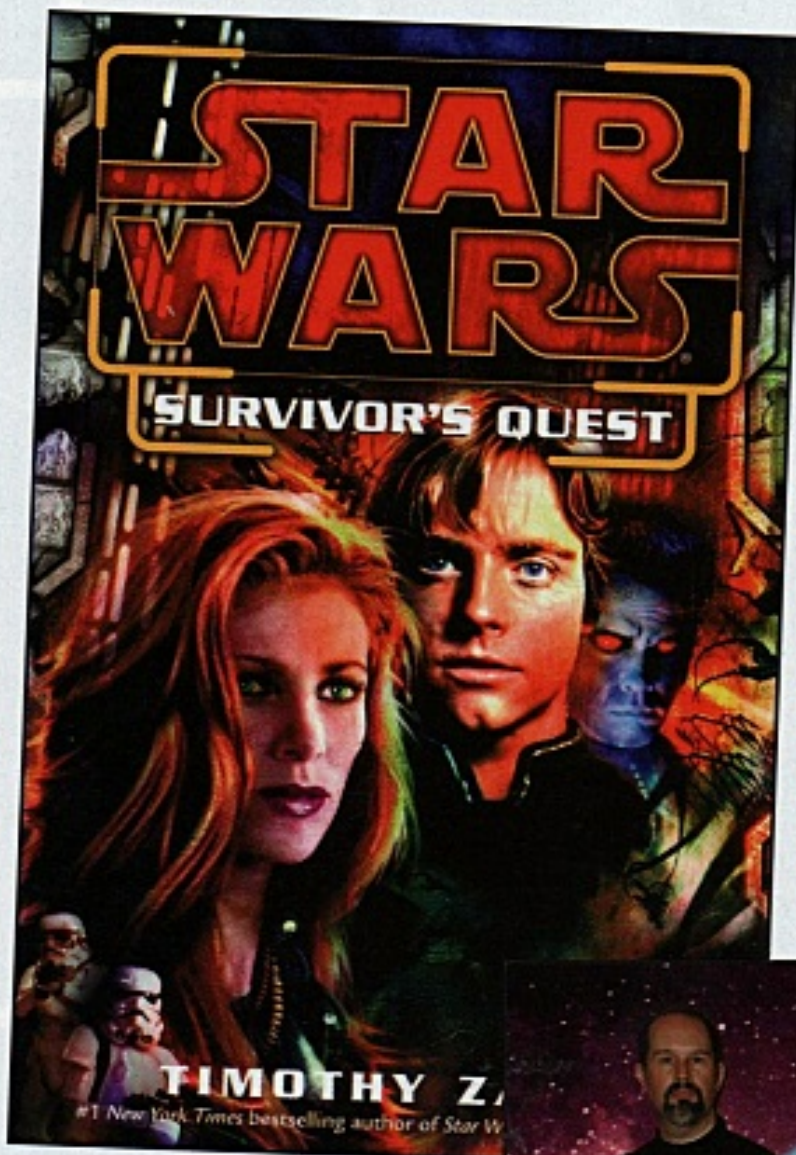
» When talking about Timothy Zahn, it's hard to know where to begin.

He's the author who kicked off the modern Expanded Universe; the creator of Grand Admiral Thrawn and Mara Jade; the contributor of the name "Coruscant" to the *Star Wars* lexicon; a writer who's plied his *Star Wars* trade in novels, short stories, comics and even role-playing games. And Timothy Zahn is an author equally at home writing military science fiction, swashbuckling adventures and mysteries.

Now Zahn's back with *Survivor's Quest* (Del Rey, \$25.95), which reaches back in time to explore events alluded to in the Thrawn Trilogy while looking ahead to the grinding warfare of the New Jedi Order. As befits a writer who likes his plots to take the form of "puzzle boxes," this volume is only half of a two-part story that won't be completed until next year.

Survivor's Quest begins with Luke and Mara Jade Skywalker embarking on a mysterious errand into Chiss Space to survey the remains of Outbound Flight, the mission destroyed by Thrawn in prequel days. (Veteran readers will remember that the insane Joruss C'baoth was cloned from a Jedi Master who perished on Outbound Flight.) Luke and Mara are guests of a mixed party of Chiss diplomats and warriors, sharing space with a unit of stormtroopers and a New Republic ambassador with a suspicious past. (Don't worry – *Survivor's Quest* begins with an "establishing shot" of a Star Destroyer, the homage to the original trilogy that Zahn always uses as an opening.)

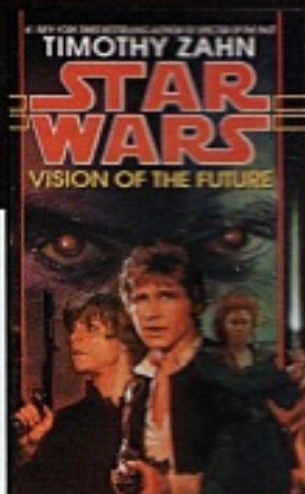
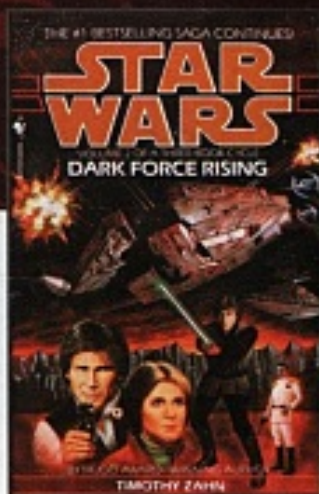
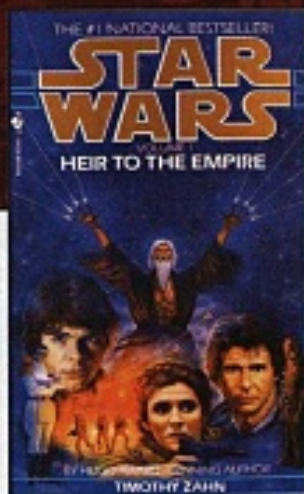
More than a few surprises await Luke and Mara when they finally find Outbound Flight, including indications that some of the colonists have survived – but the surprises don't end there. As



Above: The new novel featuring Luke and Mara Jade Skywalker is the first of two new *Star Wars* novels from Timothy Zahn.

Right: The most dangerous part of plotting a *Star Wars* story is rehearsing the lightsaber battles.





The fine Thrawn novels remain some of the most popular *Star Wars* fiction ever published.

always with Zahn, there are wheels within wheels, and nothing is quite as it seems.

"Part of that is probably the influence of one of my favorite thriller authors, Alistair MacLean," Zahn says of his plot puzzles, adding that he follows careful rules in constructing them. "The reader should catch on no more than a page ahead of the characters, but you try to be fair enough that they can do that. I like to write a book so you can read it twice and watch the clues being set up."

Even after they've finished *Survivor's Quest*, readers will still have some mysteries left unsolved. For the solutions, they'll have to wait until next year and Zahn's next *Star Wars* novel, which will reach back to the

prequel era to tell the story of Outbound Flight and the devastating attack on the now-legendary mission.

"In many ways I was plotting both books at the same time," Zahn says. "I was seeing the

"I like to write a book so you can read it twice and watch the clues being set up."

aftermath 50 years later and trying to figure out what exactly happened."

Survivor's Quest also fills in a lost chapter in Luke and Mara's story, showing the Jedi and the former Emperor's Hand as newlyweds still getting used to the extraordinary bond that

has grown between them. Their love story began somewhat roughly, of course, in 1991's *Heir to the Empire* – a project with an unusual origin story of its own.

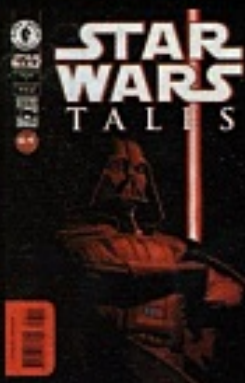
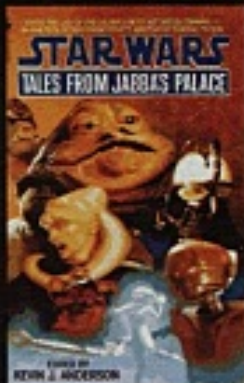
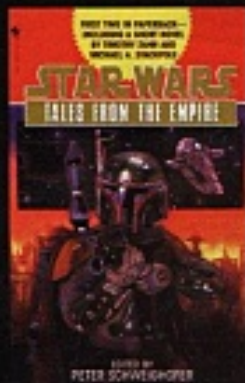
As Zahn tells it, in 1988 the then-head of Bantam Spectra sent Lucasfilm a letter suggesting the then-moribund *Star Wars* saga continue with a three-book series set after *Return of the Jedi*. When Lucasfilm agreed, they asked Bantam to send a short list of potential authors – from which Lucasfilm picked Zahn.

Only Zahn hadn't known he was even being considered. His agent called one afternoon with "an interesting offer," after which Zahn recalls, "I went off and panicked for a day. This was being allowed to play in

The Zahn Files

Do you read only *Star Wars* novels by Timothy Zahn? If so, you're missing crucial information about Mara Jade and Grand Admiral Thrawn – not to mention some other bits of *Star Wars* lore.

For how Mara met Talon Karrde, see "First Contact," which appeared in 1997's *Tales from the Empire* – and for a later tale of their time together, see "Jade Solitaire" in 1999's *Tales from the New Republic*. The events of *Return of the Jedi* unfold from a disguised Mara's perspective in "Sleight of Hand: The Tale of Mara Jade" in 1995's *Tales from Jabba's Palace*. Then there's the Zahn-scripted comic "Mara Jade: A Night on the Town," which was published in 1999's *Star Wars Tales*, Vol. 1. A non-Mara tale, "Hammerfong: The Tale of the Tonika Sisters," appears in 1995's *Tales from the Mos Eisley Cantina*. (Continued on page 72)



George Lucas' sandbox, and I knew that if I took this assignment, I had better come through."

He prepared an outline mapping out *Heir*, with sketchier takes on *Dark Force Rising* and *The Last Command*. His first idea, he says, was the use of Force-negating ysalamiri to trap Jedi—a technique that didn't see print until 1998's *Vision of the Future*. Along the way, Zahn gave the then-nameless Imperial capital a name, Coruscant, which Lucas later adopted for the prequels.

Other ideas didn't survive: Originally Joruu C'baoth was an insane clone of Obi-Wan Kenobi, and the Noghri were the Sith. Lucasfilm nixed both ideas, an irritation then but a decision for which Zahn is now grateful.

Fans flocked to bookstores to buy *Heir*, putting *Star Wars* back on best-seller lists and making Mara Jade the best-loved character in the Expanded Universe. "I get possessive," Zahn admits when asked about other authors' takes on Mara, but then jokingly adds, "It's nice that everyone considers

her so much a part of the *Star Wars* universe that they're stuck with her whether they like it or not."

In 1997, Zahn picked up Luke and Mara's story again in the *Hand of Thrawn* duology. Zahn signed up with two requests: that he be allowed to end the war between the Empire and the New Republic, and that he receive permission finally to put Luke and Mara together as a couple. As he put it at the time, "I need to have this for closure of this part of the storyline."

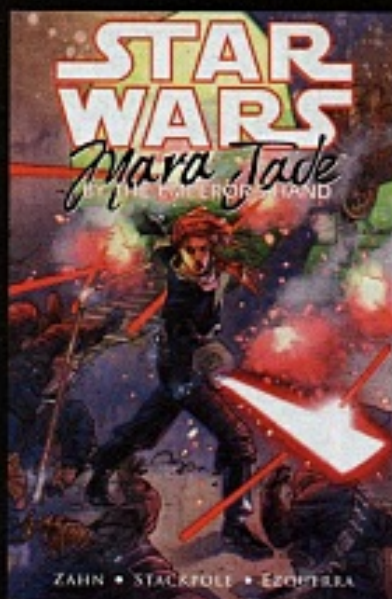
Now that storyline continues with *Survivor's Quest* and the promise of a prequel-era book to come. But with the *Star Destroyer* apparently not yet invented in the Clone Wars era, what will Zahn use for his opening scene? Rest assured it'll be something that conjures up the awe with which Zahn himself greeted that first shot of Darth Vader's *Star Destroyer* back in 1977.

"I remember specifically thinking at that point," he says, "I'm going to like this movie." ☺

(Continued from page 71)

Zahn and Michael A. Stackpole have written together several times. Their best-known collaboration is the Dark Horse Comics series *Mara Jade: By the Emperor's Hand*, republished in 1999. They also worked together on "Side Trip," an unlikely tale of Thrawn, Darth Vader and Corran Horn (*Tales from the Empire*) and "Interlude at Darkknell," from *Tales from the New Republic*.

If you're a completist, hunt down these other Zahn stories set in the *Star Wars* universe. "The Saga Begins" appeared in West End Games' *The DarkStryder Campaign* boxed set in 1995. "Handoff," from *Star Wars Gamer* #10, tells how Mara met the ace slicer Ghent. Two tales of a younger Thrawn appeared in the *Official Star Wars Adventure Journal* and remain unpublished in any anthology: *Journal* 7's "Mist Encounter" and 11's "Command Decision." There's "Duel," starring Yoda, from the *Clone Wars Short Story Collection* (available from Hasbro toys and at starwars.com). And finally there's the three-part Clone Wars-era serial "Hero of Cartao," from *Insider* 68, 69 and 70.



STAR WARS Gamer

THE FUTURE OF STAR WARS GAMING



ISSUE #2
Privates and Privateers! Starships of Corellia, *Star Wars* Roleplaying Game best-play rules.



ISSUE #3
Divided Starship combat board game, Darth Bane short story.



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ISSUE #10
Attack of the Clones! Complete games guide, "War on Wayland" by Greg Keyes, "Handoff" by Timothy Zahn, *Star Wars TCG* card encyclopedia, "Jedi's Legacy" solo adventure.

Bad To The Bone

by Daniel Wallace

A Jedi Hero Has Fallen to the Dark Side



Villains seldom start out as villains. Even Lucifer was once an angel. Once turned, however, bad guys generally take to their new roles with relish. It's much less common to see a villain reform and become a good guy again – although it does often happen just before a dramatic death scene.

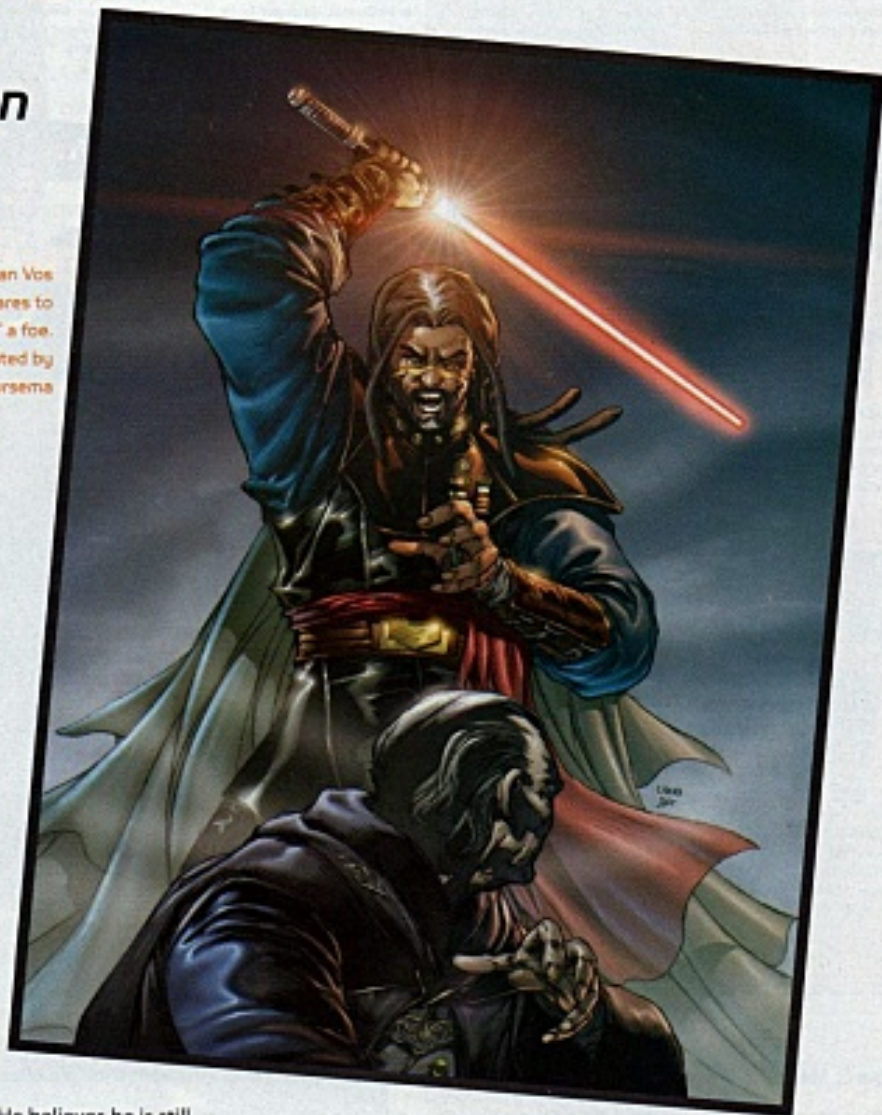
With its opposing camps of Jedi and Sith, the *Star Wars* universe seems pretty straightforward, yet its major players do engage in a fair amount of team-switching. In fact, you could make a case that the *Star Wars* movies are one long story of corruption and redemption – at least you could after Lucasfilm announced that the entire six-episode saga was the story of Anakin Skywalker, not his son Luke.

Seeing Anakin's prequel transformation from moppet to murderer makes his self-sacrifice all the more poignant and provides a model for other fallen heroes to emulate. Whether such rogues choose to reform is another matter, and the subject under discussion in the current phase of the Clone Wars is tainted Jedi Knight Quinlan Vos, who stars in *Star Wars: Republic 63* – tentatively titled "Striking from the Shadows."

Last seen in the comic *Star Wars: Jedi – Dooku*, the once-heroic Vos has now become a member of Count Dooku's inner circle of Dark Jedi. Events in *Dooku* caused Vos' fall to the dark side, a disastrous end to what should have been a simple undercover mission.

"Quin is like the cop who goes underground to ferret out drug dealers and gets caught up in their world," says artist Jan Duursema. "He was playing up the darker aspects of his nature and pretending to be [on the] dark side, but he's gotten in way too

Quinlan Vos prepares to "Jango" a foe. Illustrated by Jan Duursema



deep. He believes he is still deceiving Dooku. He thinks he has everything under control – that he can tap into the dark side and still remain a Jedi. By the end of the story, it's up to the reader to decide which side Quin is truly on."

Adds writer John Ostrander, "The difference is [that] Quin thinks he's still a good guy. However, the ability to deceive ourselves afflicts even Jedi."

Republic 63 is first and foremost a Clone Wars comic. The Ostrander-Duursema team has already chronicled many of the conflict's

major happenings in previous installments of *Republic* and in their own series, *Star Wars: Jedi*. Explains Duursema, "A theme throughout the Jedi issues has been how the war affects a Jedi's ability to be a Jedi. Can a Jedi who has vowed to honor and protect life now help wage a war that sacrifices thousands of lives every day? Quin's answer is to take the war into the shadows – and the shadows devour him."

Quinlan Vos' fall from grace was difficult for both Duursema and Ostrander. After all, this is



a character they created and have been working with for years. Says Duursema, "The day John finished writing the script for Dooku he called me and said, 'I just took Quin over to the dark side.' Even though we'd talked about it, the words still felt like a shock. Quin is a favorite character for me mainly because of his inner struggle against his darker nature. He wants to be a good Jedi. In a strange way, preserving Quin meant letting him follow his own path, even if it did lead to the dark side."

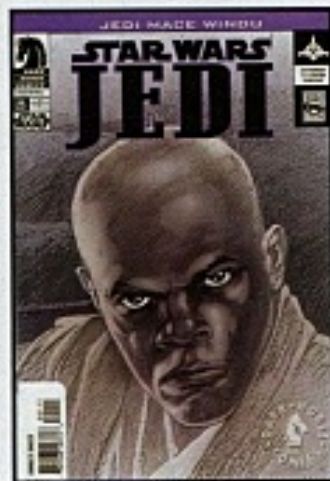
"I almost never write 'squeaky clean' characters," says Ostrander. "I always like my

characters to have flaws. Still, it's tough to write [about a character] who has struggled hard and heroically to not succumb to his flaws and then finally let him go that way. Quin has always chosen the dangerous path, but it never consumed him, not even when he lost his memory and was terribly vulnerable. This time he walked too deeply into the shadows. Some of his actions I think will surprise readers. His justifications, his denials, may trouble them even more."

If Quinlan Vos has gone bad, is the door of redemption still open to him? Anakin

Skywalker's career path suggests that it is, but villains who reform are rare indeed, and some may be completely unreachable once they've been gripped by evil.

"I think it's possible for someone to be so unredeemable and so tainted by the dark side that they can never come back to the light," says Duursema. "[Darth] Sidious could never come back. The dark side corrupted him beyond redemption. It's my feeling that Dooku does not consider himself to be evil. Disillusioned with what he saw in the Republic, he took another path:





the wrong path. I think Dooku could come back from the dark side because it's his ideals that tempted him there. And Quin, like Dooku, has taken the wrong path for all the right reasons."

Adds Ostrander, "We might ask ourselves, What is wrong with wanting the power to do good, to make things better? I think that's the trap. First, you seek power, and that act of seeking power may be what corrupts. To turn away from that, you would have to change

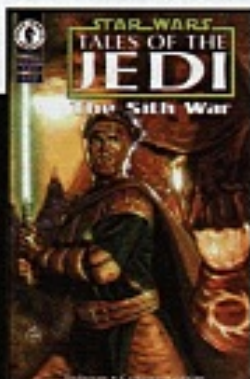
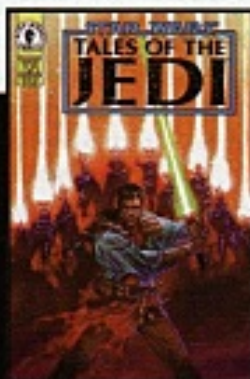
your mind about it. I can see that as being very, very tough to do."

Republic 63 will be told from a first-person perspective, eschewing the convenience of an omniscient narrator in favor of showing only what Quinlan Vos sees, hears and thinks. "The upside is that it allows you to really get inside a character's head," says Ostrander. "Quin has always been such a closed character; he tends not to let the reader in on what he is thinking and feeling. From that perspective, this should

be a very illuminating story. Especially in light of what he is asked to do by Dooku."

So where does Quinlan Vos go from here? Ostrander muses on the possibilities. "What other missions will Quin be asked to undertake by Dooku? Will he be, finally, inextricably lost to the dark side, or is there a way back? If there is, what is the cost?"

"And can Jan and I resolve all this before Episode III?" asks Ostrander. ☺



There and Back Again

The *Star Wars* movies offer the clearest tale of corruption and redemption as we witness Anakin Skywalker's evolution over six cinematic epics. But *Star Wars* comics have also explored this theme, most notably in two linked epics starting in the early 1990s:

- **Dark Empire, Dark Horse Comics (1991-1992).** This six-issue series by writer Tom Veitch and artist Cam Kennedy, with cover paintings by Dave Dorman, re-energized *Star Wars* comics after a long hibernation and is considered one of the classics of the Expanded Universe. Luke Skywalker joins forces with the resurrected Emperor Palpatine in an attempt to "destroy the dark side from within" but falls a bit too far and is rescued by his sister Leia's love. The parallels between Luke and Anakin/Vader are obvious but often wrenching. Special text pages in each issue explain that Luke got his risky idea from an ancient Jedi named Ulic Qel-Droma. Fans would soon see more of him.
- **Tales of the Jedi, Dark Horse Comics (1993-2001).** Tom Veitch and Kevin Anderson picked up the Ulic Qel-Droma thread and spun it into a voluminous story set 4,000 years before the movies. The key chapters in Ulic's fall and salvation are *Dark Lords of the Sith* (in which Ulic makes the shift from hero to villain with some prodding from a "Sith poison"). The *Sith War* (where Ulic leads vast armies in full VADERESQUE fury), and the aptly named *Redemption*. We'll let you figure out what happens in that last one.

Scouting the Galaxy

by Steve Sansweet

Care for a Game of Sabacc? Settle for Starbles? When Is a Limited Edition Really Limited?

Because magazine deadlines are quite far in advance of publication, I've just been getting feedback on the article that Justin Lambros wrote in Insider 71 about my personal collection, housed at Rancho Obi-Wan in Northern California. That piece was a long time in coming because I wanted my museum to be in tip-top shape before having it photographed and written about for the audience that really means the most to me — the readers of Star Wars Insider.

Actually, that was not the first time my obsession appeared in these pages. Lisa Cowan wrote a piece in issue 11 of what was then the Lucasfilm Fan Club Magazine about a collection that was bursting the seams of my former house

in the hills of Los Angeles. Acquiring a 5,000-square-foot barn definitely has been a blessing.

People who have visited Rancho Obi-Wan say that no matter how good the photos and story are, it's impossible to really get a feel for the place without having been there. While that may be true, I'm afraid I just don't have the time and energy to welcome all of you who would like to spend a day roaming through the aisles, but I hope that through these columns and the increased collectibles features in Insider, we will satisfy some of your curiosity.

I Don't Think That Word Means What He Thinks It Means

I have mint-condition 12-inch Star Wars dolls of Han Solo in stormtrooper disguise, Boba Fett and Darth Vader. They are made of hard plastic and still have their tags. They were made by Applause in 1996 and are from the Classic Collectors series. The person I bought them from said they were limited-edition mail-away figures. How much are they worth to collectors?

Michael Gavin
East Berlin, Pa.



Limited Edition
Immersive Audio

Not much. The words "limited edition" are so overused by manufacturers these days that they can be meaningless. One former Star Wars licensee used the phrase to describe 49,900 sets of metal cards. Shame on them! But your figures are not marked "limited edition" in any way. The Applause vinyl statues

are very nice for what they are – posed figurines with movable hands (which were sold in stores, by the way, not by mail order). There are enough of them out there that recent eBay auctions for mint figures with tags closed like this: Boba Fett, \$1.50 to \$8.25; Darth Vader, \$3.50 to \$5.50; and Han Solo Stormtrooper, \$2.50 to \$3.25. Considering that these figures sold for up to \$18 new, I'd say they weren't a great investment.

Is He Bluffing?

My friend and I were discussing our early collection pieces, and he mentioned that he had an original sabacc deck from the late 1980s or early 1990s. He had no other information on who produced it or where he got it. Do you know if he's pulling my chain? If he is, are there any plans by any company now to make such a deck?

Mike Gallagher
Rochester, N.Y.

Whether it's your chain or your leg, your friend is pulling something, Mike. While West End Games and Wizards of the Coast (in the recent Star Wars: Galactic Campaign Guide hardcover book) have spelled out the rules for sabacc – the infamous game that Han Solo played to win the Millennium Falcon from Lando Calrissian – there has never been a licensed deck of sabacc cards, and there isn't one in the works. Just maybe that's because of the nature of the game. Sabacc is played with 76 cards in the shape of gaming chips with electronic innards that allow them to change value randomly during play. But the game has been adapted for roleplaying aficionados, so pick up the Galactic Campaign Guide if you want to beat Lando.



Red/Green

A few years back I was fortunate enough to purchase a COMMTech display. The one I have and all the ones I have seen have the red background, like all Episode I items. However, I saw a picture of a display that had a green background. Was it an early prototype? Or did it actually exist? If it did exist, which store carried it?

Frank Tsai
San Gabriel, Calif.

Always two there are, a red one and green one ... well, in this case at least. The red-label COMMTech display was the first one out the door, a way that Hasbro could demonstrate what its packaged COMMTech chips were capable of doing. But as the red Episode I packaging morphed into the green Power of the Jedi look, labels were sent to stores to convert the displays to the new look. So the red displays are probably more rare. The rarest display would be a mint, boxed red display with unused green stickers. The prices of used displays have plummeted from hundreds of dollars when they were still in stores to anywhere from \$30 to \$60 these days. There are also foreign versions, such as the German model, which has a totally different design.

Aggies

First, I have a set of Star Wars marbles ("Starbles") that I got from gumball machines when the Special Edition was released. There are 12 marbles in the set, which was made by a company called Marble Visions, Inc. Can you tell me the set's value?

Second, I recently purchased a vintage collection of carded figures. Most of the collection consists of figures on The Empire Strikes Back cards with a Return of the Jedi sticker covering the Empire logo and a sticker on the back covering the bottom half of the card. Some of them have a sticker on the front promoting the Admiral Ackbar mail-away. Any help you can give me in figuring out the origin and value of these figures would be greatly appreciated.

Rob Kostich
Toronto

My goodness! I thought I was the only one in the world who had a set of Starbles. I'm so glad I have company. When I asked my Winnipeg buddy Les to get a set for me, he guffawed so loud, he almost shamed me into not buying them. Well ... not quite; I rather like my Starbles. Les didn't get them separately in gumball machines; he purchased one of 100 limited, numbered sets that came in its own plastic carrying case with a gold-colored label. Inside were





two signed certificates, one of ownership and one of authenticity, and the set of 1-1/2-inch-diameter acrylic "marbles" with what look like pogs inside. Value? I've never seen a set for sale, but I wouldn't think it would bring a fortune, even in the case and with the certificates. (I bought a boxed set of Starbles on eBay a while ago for about \$70. — Vic Wertz, associate editor.)

As for your Empire cards with Jedi stickers, I turn to the expert on things Canadian, James T. McCallum, author of *Irwin Toys: The Canadian Star Wars Connection*, a book I highly recommend. James surmises that Kenner Canada was

left with a fairly large inventory of Empire carded figures, and rather than re-card them all, they placed a Jedi label on the front and an Admiral Ackbar offer on the back of each one — but neglected to cover up the Empire logo on the upper-left-hand corner of the card back. On the McCallum "availability" scale of 1 to 10, these figures rank exactly halfway, with Yoda, C-3PO, AT-AT Commander and Bespin Security Guard (Black) being the most common. Photos by James T. McCallum and Ron Salvatore from The Star Wars Collectors Archive (www.toysrgus.com).

Don't Show Me the Money

I've e-mailed the following two questions before but have yet to see them published. I'm disappointed. You state, "We'll answer the questions of broadest interest in the column," yet this doesn't seem to be the case. I believe both of my questions would be of interest to a vast majority of *Insider* readers, yet you seem to run the same type of questions in each issue: A reader tells you that he or she has recently come into possession of a rare Star Wars item and wants to know how much



it's worth. First of all, these questions aren't as interesting to a general audience. Secondly, believe it or not, not all Star Wars collectors are in it for the money. Many of us do not care how much our items are worth. We collect because it's fun. Having said that, I hope you will find it possible to run one or both of my questions in an upcoming issue.

First, is there any chance that an E.T. Senator action figure will be produced? And would you please explain why Hasbro produced a figure of Anakin wearing a robe (Anakin Skywalker — Naboo) in its Episode I line despite the fact that at no point in the film does Anakin wear a robe?

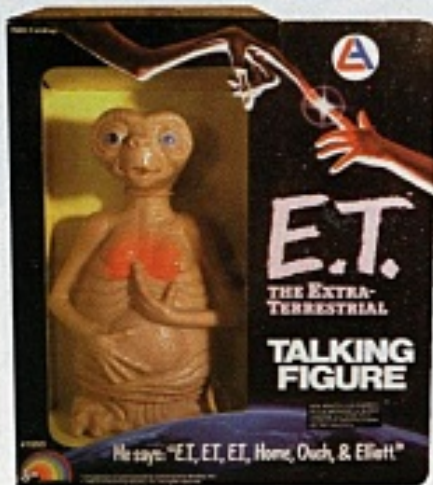
Owen Lockwood
Fairfield, Conn.

No offense, Owen, but if your impression is that this column serves mainly to answer questions about monetary value and doesn't constantly sound the mantra that collecting is for fun, then you just haven't been reading very carefully. Yes, I often provide values, whether or not the questioner asks. Discovering the value of an unusual item is one of the main reasons *Antiques Roadshow* is so popular. You don't have to own a particular item to share the joy of — or commiserate with — its owner.

The production of an E.T. Senator figure is highly unlikely because of copyright and contractual issues involving another movie studio. Plus, there are enough E.T. action figures still sitting on the shelves at Toys 'R Us and going unsold on eBay to satisfy anyone who'd like one.

As for your second query, Hasbro needs to put out multiple versions of the main characters of each film, especially for young buyers. Selling





multiple versions becomes difficult when a character wears only one costume, so Lucasfilm long ago agreed to let the toy company have some leeway. You are free not to buy any character or version that offends your sensibilities.

Carded

I kept a lot of blister packs after removing the figures they contained. Is there any collectible value to empty blister packs, or should I just cut out the file card or photo or whatever is on the back of the card and toss the rest?

Stephen Petrovich
Woburn, Mass.

It's a matter of personal preference. I just picked up a really cool collection of neatly cut-out file cards and other items from a few years' worth of Hasbro figures. But if the blisters have been

removed cleanly, you might want to keep the full cards as reference or for their graphics. Among the most prized possessions of some collectors are vintage cards to which blisters have never been applied.

The Hard Cel

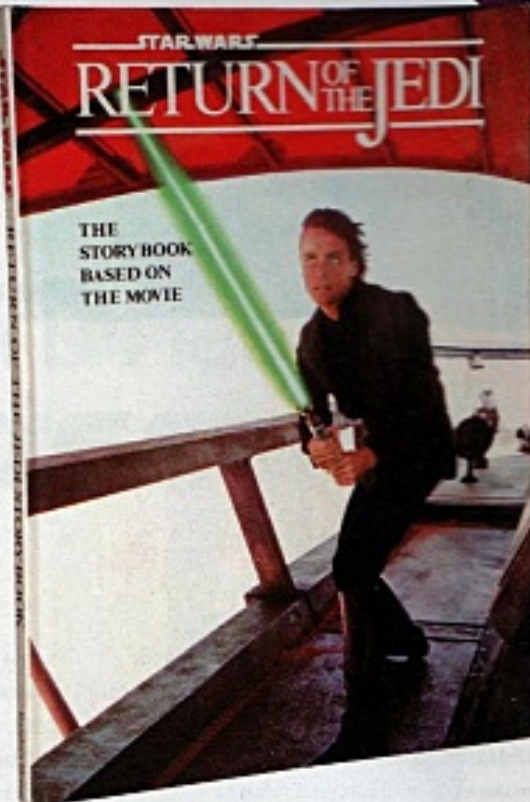
When Willits Designs sold 70 mm film cels a few years back, they came with coupon-sized forms that were supposed to register you as the owner of that particular numbered cel. Willits claimed that you would be included on a mailing list for a newsletter where you could trade, buy and sell with other collectors. I mailed my forms in and never received any mailings from Willits. What happened?

Ryan Loesch
Hendersonville, N.C.

What happened is that while those film cels were an interesting marketing concept, Willits never received enough responses to carry through with its plans to set up or monitor aftermarket cel trading. In fact, the promise to send a free Film Cel Exchange newsletter had already been dropped by the time Return of the Jedi cels were released.

Signage

I have an original Return of the Jedi storybook autographed by David Prowse and Jeremy



Bullock. I'm not thinking of selling it but would like to know its value nonetheless.

Jack Seileya
San Diego, Calif.

Autographs are funny things when they're added to a collectible. For many people, they add value to an item. For some, they ruin it, especially if it's a very rare piece. In this case, the Jedi storybook is a common item valued at just a couple of dollars, and since standalone autographs of the men who played Darth Vader and Boba Fett cost about \$15 each, you could value the signed storybook at maybe \$35 tops. But would anybody pay you that much for it? I doubt it – especially if the autographs are personalized, which I hope they are – to make them more special for you.



Scouting for Answers?

Please send your questions and comments about collectibles to: SCOUTING THE GALAXY, P.O. Box 2898, Petaluma, CA 94953-2898. Or you may e-mail them to scouting@paizo.com, making sure to also put SCOUTING in the subject line and YOUR HOMETOWN in the e-mail along with your FULL NAME. Letters won't be answered without both. Individual replies aren't possible because of time constraints, but we'll answer the questions of broadest interest in the column. Letters are edited for grammar, sense and length.

Unleash the Animation

by starwars.hasbro.com

Good news for Star Wars fans looking for some awesome new toys to add to their collections: Hasbro is coming out with new Unleashed and Animated figures that would make even Jabba the Hutt smile. The Unleashed figures have been well-received since they were first launched in 2002. Even noncollectors gravitate toward these incredible artist-interpreted sculptures.

As of the end of 2003, Hasbro had offered 15 Unleashed figures. At right is the complete checklist, including the six figures in development for 2004. In fall 2003, Hasbro developed new character-specific packaging for the Unleashed figures starting with Yoda, Han Solo and Boba Fett. And good news for those of you unable to get your hands on

some of these hard-to-find figures – Princess Leia, Luke Skywalker (*Return of the Jedi*), Obi-Wan Kenobi and Darth Sidious will be rereleased in 2004 with the new character-specific packaging.

Unleashed isn't the only news for this spring. New Animated-style figures are also coming soon. Hopefully you've had the opportunity to see the first 10 chapters of the awesome *Clone Wars* animated micro-series on Cartoon Network. Ten more chapters are on the way with even more Star Wars action and intrigue. To celebrate this monumental event, Hasbro is coming out with four new Animated-style

Unleashed 2004

- Chewbacca
- Clone Trooper
- Luke Skywalker (*The Empire Strikes Back*)
- Tusken Raider
- Aayla Secura
- Bossk





Unleashed 2002

- Darth Maul
- Jango and Boba Fett
- Anakin Skywalker
- Darth Vader (nonremovable helmet)
- Padmé Amidala
- Darth Tyrannus
- Mace Windu

Unleashed 2003

- Princess Leia
- Darth Vader (removable helmet)
- Luke Skywalker (*Return of the Jedi*)
- Obi-Wan Kenobi
- Darth Sidious
- Yoda
- Han Solo
- Boba Fett



figures, including Yoda, a Clone Trooper, Count Dooku and the new baddie, Durge. These remarkable figures capture the incredible style of the *Clone Wars* animation, and each comes to life in packaging with Animated-style graphics developed exclusively for these toys by the Cartoon Network team. These figures are exclusive to Target stores.

Fans' Choice Figure #5 Update

If you are a serious *Star Wars* action-figure collector, you're familiar with the Fans' Choice series, in which Hasbro gives *Star Wars* fans the power to select an upcoming

action figure by voting at www.starwars.hasbro.com. More and more fans have voted in each poll for the character they want to see captured in 3-3/4-inch scale.

The latest winner that is currently in production and will soon be arriving to a store near you is Captain Antilles. The ill-fated leader of the *Tantive IV* gasps for his life at the hand of Darth Vader in *Star Wars: A New Hope*. To re-create the likeness of this character and the scene with Darth Vader, the figure's neck will stretch to simulate the firm grasp that the Dark Lord exerts, which ultimately leads to Captain

Antilles' demise. The figure's arms can also be placed behind his back. Captain Antilles will come with a blaster rifle that fits into the holster and a removable helmet with chinstrap. In addition, the figure will have shoulder, bicep, wrist and leg articulation. 🤖

Want to ask Hasbro a question?
Email toybox@peizo.com.

Animated Wave 1 (available January 2004)

- Anakin Skywalker
- Asajj Ventress
- Obi-Wan Kenobi
- Mace Windu





Animated Wave 2
(available February/March 2004)

- Durge
- Yoda
- Count Dooku
- Clone Trooper





New Action Figures for 2004

More new 3-3/4-inch action figures are on the way. As revealed in an earlier "Toy Box" article (*Insider* 71), Hasbro has themed the Basic and Ultra figure waves for 2004. Each wave represents a specific scene, and Wave 5, featuring characters from the Star Destroyer scene in *The Empire Strikes Back*, will be available in the next few months. Wave 5 will include (clockwise from top) Dengar with a removable backpack, Bossk, and Admiral Ozzel. Each figure has incredible detail, multiple points of articulation, and accessories like blasters and a display stand.



The Action Figure

by Vic Wertz and Dan Curto

» To tie the original trilogy to *The Phantom Menace*, Hasbro issued a series of figures with "FlashBack Photos" – plastic-framed cards that switched between a classic photo and a related Episode I photo with the pull of a tab. These were also the first figure packages to bear the Hasbro logo instead of the Kenner logo, even though Hasbro acquired Kenner in 1991.

FlashBack Wave I **11.98**

LUKE SKYWALKER with Blaster Rifle and Electrobinoculars

Luke is presented with a removable floppy hat worn only in scenes cut from *Star Wars: A New Hope*. New elbow joints and wrist articulation allow the figure to hold the rifle or the binocs; the latter can also be hung from a molded peg on Luke's belt. This version of the figure has an unusual neck joint that allows the head to move up and down instead of just side to side.



FlashBack Wave I **11.98**

PRINCESS LEIA in Ceremonial Dress with Medal of Honor

A previous version of this figure was released in the Princess Leia Collection less than a year earlier. While that Leia featured a rooted hair braid and a fabric cape and skirt, this version is all plastic. The medal has also been re-sculpted so that the figure can hold it with both hands.



Early package samples of this figure used a different photo of Queen Amidala for the FlashBack photo and card back. This prototype version, picturing Amidala in her Naboo celebration gown, was not shipped to retail stores.



FlashBack Wave I **11.98**

YODA with Cane and Boiling Pot

This Yoda is similar to the 1996 release but sports a tuft of realistic hair. The figure's walking stick shares the same sculpt as the previous cane but is molded in orange instead of brown. The small accessory that is not listed on the package is the lantern that Yoda and R2-D2 fight over in *The Empire Strikes Back*.



FlashBack Wave I **11.98**

R2-D2 with Launching Lightsaber

A button on the front of R2-D2 launches Luke's lightsaber from a spring-loaded mechanism contained in the droid's oversized middle leg. The lightsaber itself is a new sculpt, with an unusual notch in the blade that allows it to be locked down. However, the saber is still quite visible when in the "ready" position.



Artco was released with two different bubble configurations.



Archive

Expanding Your Collection

In 1999, Chronicle Books published *Star Wars: The Action Figure Archive*, which was a definitive reference book for the toy lines from Kenner and Hasbro. Collectors have long requested an update to the Archive, and *Star Wars Insider* is pleased to fulfill that request in our new department. We pick up where the original book left off, late 1998, when excitement for Episode I was just starting to build.

FlashBack Wave 1 11.93

BEN (OBI-WAN) KENOBI with Lightsaber

This is the first figure depicting Ben with his hood up. The cloak, which wraps around the body, is a great improvement over previous versions, which had cloaks that were split on both sides to fit over the head. The lightsaber is the same as the one for the 1995 release, but elbow and wrist articulation allow the figure to grip it with both hands.



FlashBack Wave 1 11.93

EMPEROR PALPATINE with Force Lighting

For the first time, the Emperor has been sculpted with individual legs instead of one solid piece below the waist. The lightning bolts, though similar to those packaged with previous versions of the figure, are all-new sculpts. They're much longer and connect to the figure's sleeves instead of to his hands.



FlashBack Wave 1 11.93

DARTH VADER with Lightsaber

New elbow and wrist articulation make this Darth Vader the perfect dueling partner for Obi-Wan. The figure was described on early Hasbro lists as having a "double cape." This term refers to the way that the inner robe is sculpted over the chest and shoulder armor, a feature that was unique to Vader's appearance in *A New Hope*. A slight red tint to the eyelenses also helped set this figure apart from earlier versions.



FlashBack Wave 1 11.93

CHIEF OODA with Bowcaster Rifle

Chewie doesn't benefit from frequent clothing changes, so a snowy paint job and windswept sculpt separate this one from the rest. The bowcaster is the same as in previous versions.





In 1998, nine figures were released in Europe in multilingual packaging with extra-large, unique photos. These Long Photo Cards (LPCs) are a challenging set to complete.

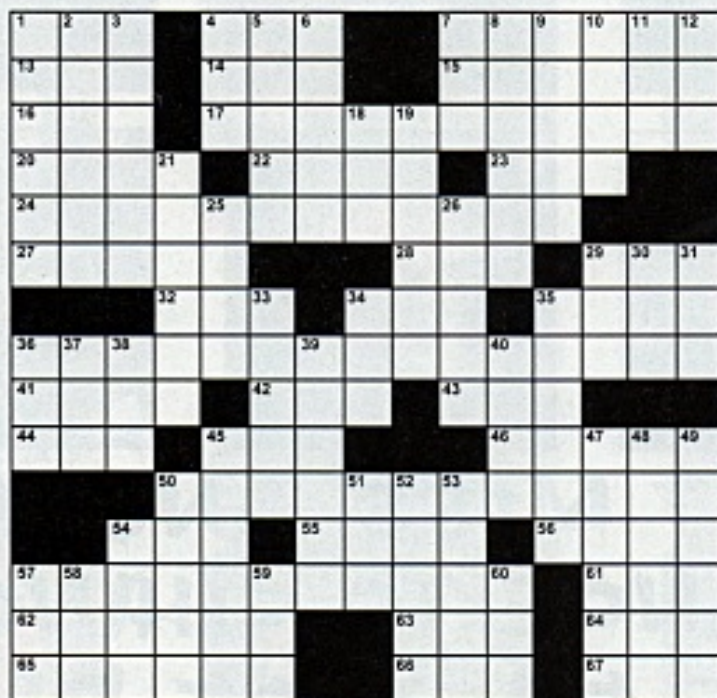


BUILT FORD TOUGH

by Mike Selinker

ACROSS

- 1 Ad ___ (on the fly)
- 4 ___-7 all-purpose droid
- 7 Ford Escort?
- 13 "Are you a man ___ mouse?"
- 14 "___ wise guy!" (Stooge remark)
- 15 Pilot Earhart
- 16 ___ Frell (*Black Fleet* *Crisis* character)
- 17 Ford Expedition?
- 20 Root ___ stew (Yoda meal)
- 22 Sundance Film Festival home
- 23 Home for hogs
- 24 Ford Explorer?
- 27 Space scenes
- 28 UK punk shouts
- 29 "Quiet ___ tomb" (Anakin, on Amidala's room)
- 32 Movie network, in TV listings
- 34 Sony's previous videogame console, to fans
- 35 Da Marcie Lucas' job on the first three *Star Wars* films
- 36 Ford Excursion?
- 41 Emulates zombies
- 42 Heifer sound
- 43 Kristine Kathryn Rusch's *The ___ Rebellion*
- 44 Affirmative word
- 45 1,000,000, briefly
- 46 Like Sarlacc victims
- 50 Ford Escape?
- 54 Prefix for "content"
- 55 Like a Tusken's Bertha
- 56 Italian magistrate
- 57 Ford Focus?
- 61 Sayings of Monty Python's knights
- 62 *Glasgow* folks
- 63 Tusken ___ (Naboo predator)
- 64 *The Matrix* hero
- 65 Ford Challenger?
- 66 ___ Ben (Obi-Wan)
- 67 Sea bird

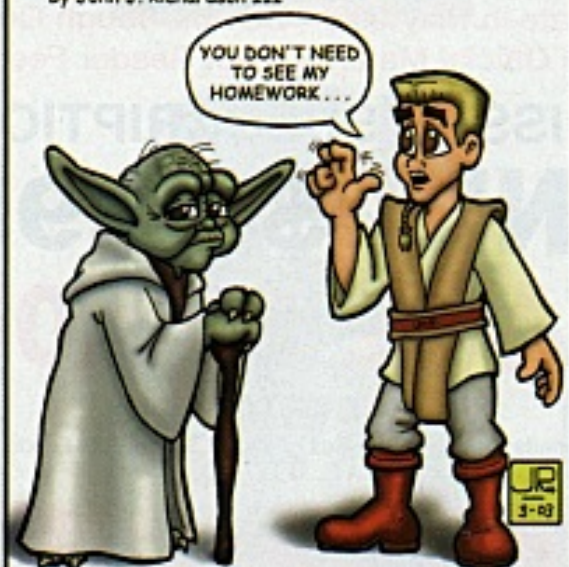


DOWN

- 1 John who played Lando's aide Lobot
- 2 Point in the right direction
- 3 Hayden Christensen's birthplace
- 4 Big-time ISP
- 5 Overtime idol Cassidy
- 6 Spaghetti, e.g.
- 7 Scratch up
- 8 Provides comic relief
- 9 Releases
- 10 Faulkner's *As ___ Dying*
- 11 Ending for "human"
- 12 Scottish negative
- 18 With 50-Down, attraction in Agra, India
- 19 Opt for
- 21 Highly prized comic book issues
- 25 Tennis star Arthur
- 26 President before Ford
- 29 *Much ___ About Nothing*
- 30 Naboo governor ___ Bibble
- 31 Cash dispenser, for short
- 33 Onderon's king, in the *Dark Horse* comics
- 34 ___ Koon (Jedi Master in *Attack of the Clones*)
- 35 Furlong of *Terminator 2*
- 36 "Do or do not. There is no ___" (Yoda)
- 37 Farming implement
- 38 Spielbergian aliens, for short
- 39 ___ Pale (Michael Palin TV show)
- 40 Jar Jar's have three digits each
- 45 "Charmed" star Alyssa
- 47 One of the first Jedi students at Luke's academy
- 48 Having more of a dark yet trendy quality
- 49 Liam who played Jinn
- 50 See 18-Down
- 51 School at Berkeley, for short
- 52 Chicago-based oil company
- 53 Appearing like Amidala
- 54 1,950, to the 62-Across
- 57 ___ Skynax (Kessel prison officer in *Rescue of Sandole*)
- 58 Fish eggs
- 59 Letters after a high-society gentleman's name
- 60 "So far" accounting abbreviation

PADAWANS

By John J. Richardson III



MUCH TO LEARN THE PADAWAN STILL HAS...

Answers
to this puzzle appear on
page 94 of this issue.

group on the Internet (http://groups.yahoo.com/group/the_star_wars_fan_club/), and that is where all my best friends are. So I guess that would make me a newbie-books-Internet Star Wars fan.

ANNA DESHONG
WAYNESBORO, VA.

We can't wait to hear from those fans who, a few years from now, experience the saga in chronological order.

Mace Wants His Saber Back

I am a movies-books-comics-trading-cards-fan-fiction-Web-designing-Web-surfing-convention-going-actor-and-author-meeting-fan-group-participating kind of fan. I am also getting into costuming with the help of local friends, and have a lightsaber that was crafted for me [by] my Jedi master. Here is a recent picture

of my fan group, the Minnesota Force. It was taken right before we participated in a Halloween parade. Vader, of course, was a crowd favorite. Thanks for a great magazine. I look forward to seeing more original fiction.

May the Force be with you.

KRISTINA DANIELS
MINNEAPOLIS, MINN.

How can there not be a single snowtrooper in that group! You're spoiling the whole Minnesota-as-Hoth reputation.

Fantastic

Just responding to the question "What kind of fan are you?" I am a movie-effects-toys-Master Replica-sabers fan ... plus a huge fan of your magazine, of course!

PHILLIP COFFMAN
EDMOND, OKLA.

We didn't add these Insider fan references ... we swear!



the mailbox and find the latest issue. May the Force be with you ... always.

NATALIE ROCKWELL
CHANDLER, ARIZ.

We almost disqualified your letter for that "horse" pun, Natalie, but the sand X-wing

makes up for it. Speaking of which, now would be a great time for all readers to start practicing their snow- and sand-sculpting. We sense a contest coming ...

Horsing Around

I recently turned 16 and thought you'd like to see what my best friend made for me: a lightsaber! She made it with the help of a leather guy and engraver. The inscription says, "May the horse and the power of the Force be with you." That's a saying I made up in the seventh grade. If you'd put the enclosed picture in your magazine as a thank-you to her, I'd appreciate it. (Thanks, Diana!)

Also enclosed is a picture of me with an X-wing I built in the sand on a recent trip to Long Beach, Calif. I've been surprised not to see any other sand or snow creations in *Insider*.

Keep up the good work! I love your magazine - often it's the highlight of my week to open

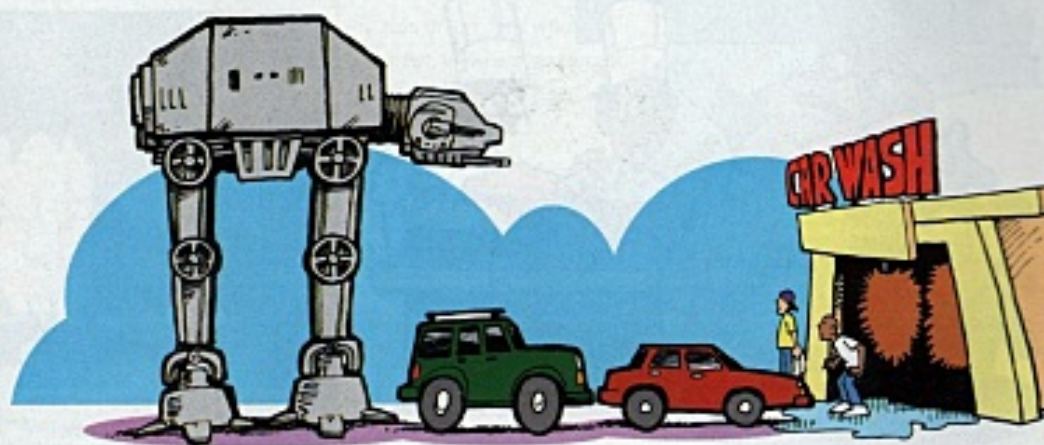
All or Nothing

In the last issue you wanted to know what kinds of fans there are about the galaxy. I'm a movies-Insider-costumes-posters-trivia fan, to be specific. But to tell you the truth, I love it all! Your magazine is the best! I really enjoyed the article on Trisha Biggar and the prequel costumes. Keep up the great work!

AMANDA VERNON
SOLON, OHIO

Imperial Entanglements

In *Insider* 72, you asked what kind of fans we were. Well, I guess I'm





a movies-LEGOs fan. I thought I would send you a picture of my recently completed Star Destroyer (along with my Millennium Falcon and my mini-TIE Fighter). I'd love to see an article on Star Wars LEGOs, perhaps a factory tour or an interview with one of the designers, along with some previews of what is to come. Personally, I'm hoping for a series of Death Star sets that you could combine into a monster set, as they did with Hogwarts [for Harry Potter].

One of the *Insider* departments I miss is Anthony Daniels' "Wonder Column." Surely with another trilogy under his belt he has enough anecdotes for a few issues.

May the Force be with you!

WILLIAM R. TURK IV
HICKORY, N.C.

Excellent suggestions, William. We'll dispatch the consular vessels at once to see whether we can

arrange those articles or something very like them.

The Name Game

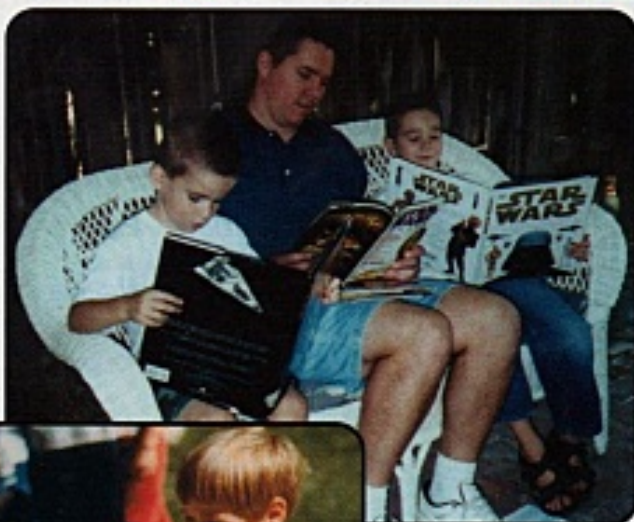
My boys and I love *Star Wars*! We even chose their middle names for *Star Wars* characters, Luke and Owen. Hey, at least I didn't go the Chewbacca and Jabba route.

MIKE DOMRZALSKI
VACAVILLE, CALIF.

While "Chewbacca" might be a bit unwieldy, "Jabba" seems like an excellent middle name. Well, at least it does to those of us saddled with "Bartholomew."

The Nights Are Long in Illinois

What kind of fan am I? I'm sort of a movies-books-prop-replica-*Insider* fan. I've been a fan for 10 years now and love it. Each issue is better than the last. I love the books, too. I read each book



every night, and they take me to a place far away from this troubled world. Here's to the next episode. I'm looking forward to it. Great job, guys.

JAMES WATSON
WOODDALE, ILL.

Light-Side Fan

I'm a lightsaber-wielding-action-figure-lightsaber-poster-card-and-sticker-collecting-movie-admiring-book-crazy *Star Wars* fan.

Insider 72 mentioned the "Lost 20" of the Jedi. Will there be an article on the backgrounds of these fallen Jedi?

Endless hours of pure Knights of the Old Republic bliss allowed me to finish the game about 12

times. Though "the dark side calls," I answered the light side first. The dark powers are definitely forces to be reckoned with, but overall I think I enjoy the light-side game better. I don't fancy the evil look that dark-side players take on, and besides, some of the dark tasks are downright heartbreaking.

JULIE GILBERT
BRANCHBURG, N.J.

In honor of your many completions of KOTOR, consider the "Lost 20" on our wish list for future articles. And by the way, you're not alone in your enthusiasm for the game. Turn to page 18 to see who else is raving about KOTOR.

Dark-Side Chocolate

Recently, you asked for some of the "old school" *Star Wars* fans to send in any pictures. Here are the first two that I found. The first is at my ninth birthday party. My mom





had a close friend who made cakes for a living. As you can see, I had the best chocolate Darth Vader cake around! (Check out the posters behind me.) The second picture shows me at the Orange County Fair in Middletown, N.Y. I put some of my favorite stuff in: my Dagobah set, some action figures, posters and some other vehicles that you can't see in the picture. Now I have scores of vehicles and playsets – almost 1,000 figures! I have 12 *Star Wars* plates from the Franklin Mint and a plethora of other memorabilia ... and the collecting goes on!

KEN DEJONG
BLOOMINGTON, N.Y.

Evil never tasted so good.

Funny Pages

I find the cartoons in *Insider* hilarious. I especially enjoyed the twists on *Pulp Fiction* and *Survivor*. Seldom have I laughed that hard. Keep the good jokes coming.

Another area of interest I would like to discuss is the blaster fight between Han and Greedo. After mulling the movie over, I came to the conclusion that either I have a faulty tape or someone needs to get his or her eyes checked because Greedo most definitely fired first!

NATHAN BAKER
COLEMAN, MICH.

Word.

Low-Tech Lightsabers

Attached is a picture of my brother's lightsaber! I'm only 10, and he's 12, but it still looks cool! It's a cool Darth Vader-like design from a website called The Big Yellow Box, which has instructions for building eight different sabers. My brother's is my favorite design. It's made completely out of hardware, and a wooden blade can be attached to it. It cost around \$25 Canadian (excluding the cost of the riveter to attach the pieces), which shows that you can make a cool prop for cheap. I am a huge fan of *Star Wars*, and I love your magazine. I'm not a subscriber, but I hope to be soon. May the Force be with you.

TOMMY MEIKLE
WHITBY, ONTARIO, CANADA



Original Yoda

We've all seen *Star Wars* replica accessories like lightsabers, blaster pistols and helmets, but there's one obvious prop replica that's missing. I'm talking about a Yoda puppet, but not just some cheap plastic one or a stuffed one or even another maquette. I mean an exact working copy of the one used in *The Empire Strikes Back*. That would be awesome! What do you think the chances are of something like this ever getting made? I know I'd buy one.

MIKE AXTELL
PORTAGE, MICH.

We'd love one, too, but we shudder to think of all the back injuries that would result when fans of a certain age tried – as you know they would – to re-enact the Dooku-Yoda duel.



The Other *Star Wars* DVD

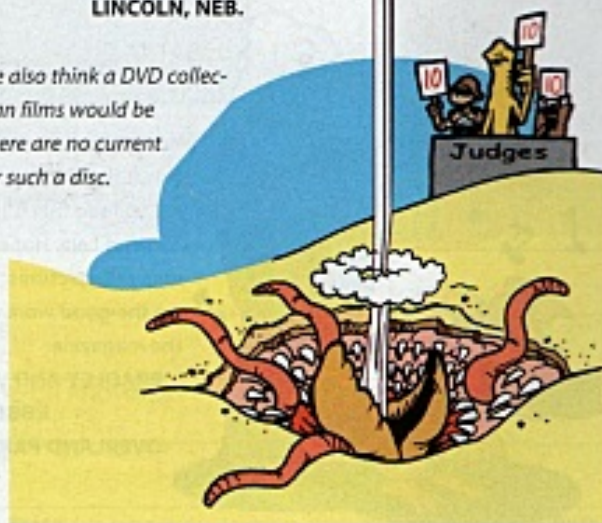
I guess I would have to say that I'm a movies-books-Jedi-figures-trading-cards-soundtracks kind of fan. I do have some other pieces that I think are cool, but those are the things that I have to get for each movie.

After reading the articles in the latest *Insider* about fan films, I wondered whether there are plans to release the award win-

ners as a DVD collection? It's such a pain to wait for them to download from atomfilms.com. There are a lot of fan films at theforce.net as well that I would love to be able to watch on my big-screen TV instead of on my computer.

KEVIN FISHER
LINCOLN, NEB.

While we also think a DVD collection of fan films would be great, there are no current plans for such a disc.





Brake for Ewoks

Just wanted to share a few snapshots of my daily commute with other *Star Wars* fans. When I was waiting for my bike to come in, I was thinking about the most appropriate plate to adorn my new ride with when someone on one of the [Yamaha] FJR message boards suggested "Light Speed" because of how quick these bikes are. It took me several tries, but I finally found a variation that had not yet been claimed here in California. I added the frame today, and now most people get just a glimpse of the plate as I cruise by in our wonderful Southern California traffic!

BRYAN HENRY
BUENA PARK, CALIF.

Flattery Gets You Everywhere

This is the greatest magazine of all time. I read every article from start to finish and love every word, but reading "Rebel Rumblings" is my favorite. I think

it's a great way to start off every wonderful issue.

I was wondering if you could include a list of all the New Jedi Order books, e-books, short stories and so on in chronological order in an upcoming issue. I enjoyed the list in *Insider* 61, but now that so many more have been published, I have lost track of them all. I would greatly appreciate it.

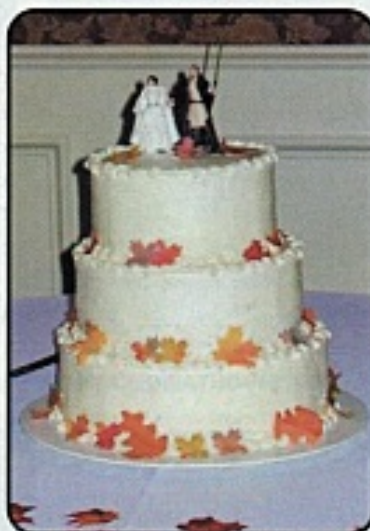
BRETT SCHEUERMANN
ANNANDALE, N.J.

As a matter of fact, Brett, we can do even a little better than that. Turn to page 26.

May-Posthumous Romance

We have been reading this magazine for years but have never felt like we had something to share until now. Here are some pictures from our

*We have a sinking feeling that *Star Wars* weddings will become less common once Episode III comes out and everyone realizes what a rotten husband Padmé is getting. On the other hand, there's no stopping that bad-boy attraction, is there? Also, Qui-Gon and Leia? We don't usually balk at age differences, but we're firm believers that both bride and groom should be alive at the same time.*



wedding reception. If you look at the cake-topper, you will see that it is Qui-Gon and Leia. Hope you enjoy the pictures. Keep up the good work with the magazine.

BRADLEY AND VALERIE
ROBERTSON
OVERLAND PARK, KAN.

Fan of All Trades

Insider 72 is by far the greatest issue yet! (And I haven't even finished reading it.) The prequel updates, interviews and answers to *Star Wars* questions are better than ever!

I would have to say I'm a whatever-George Lucas-wrote/says-and-whatever-is-in-the-movies-is-what-goes fan! I'm

also the kind of fan who goes through days where all I do is watch *Star Wars* movies! I do not like anything from the Expanded Universe. The only things I like that aren't 100-percent George Lucas are the *Visual Dictionaries* and the *Essential Guide* books! I also have a lot of action figures, but I'm not a hardcore collector. I just pick up figures and collectibles I like; I don't care about value. I also love *Star Wars* trivia!

I didn't become a fan until Episode I, and I'm not ashamed to admit it! A friend took me to see Episode I, and since that day I have been a huge fan! Most fans think you can't be a hardcore fan unless you've watched *Star Wars* since you were five years old, but I have been a huge fan for almost five years. Although in the eyes of some that may not be a long time, I still feel the same magical *Star Wars* feeling that I think all fans have! So no matter what kind of fan you are, we all have the same initial connection to *Star Wars*!

VINESSA LANFRANCO
FARMINGDALE, N.Y.

*Hear, hear! The *Star Wars* galaxy is big enough for every kind of fan ... even those who believe Greedo shot first.*

For next time, be sure to keep those postcards coming, and snap us a photo the next time you make a snow-wampa or a sand-dewback. 🐉



BUILT FORD TOUGH
Answers to page 50 puzzle

Answers to Your Star Wars Questions

with Pablo Hidalgo, Internet Content Provider for starwars.com

Many people wonder who the real Chosen One is, and I want to know whether it's Luke or Anakin Skywalker?

While I imagine this was one of those subjects meant to spark debate and discussion, George Lucas has stated in interviews that Anakin Skywalker is indeed the Chosen One. As far as the prophecy goes, Anakin brings balance to the Force since it is he who disposes of the imbalance. That is, he kills Emperor Palpatine in *Return of the Jedi*. Sure, Luke is the catalyst for this turn of events, but it is ultimately Anakin who makes the choice.



In *Star Wars: A New Hope*, R2-D2 says that he is the property of Obi-Wan Kenobi. Who told Artoo that he belonged to Kenobi? Artoo lies when he says that. He also lies to Luke about the restraining bolt interfering with his holographic Leia recording. Artoo's a sneaky little droid, especially once Leia programs him to seek out Obi-Wan Kenobi. She instructs him to override all other programming. This also allows Artoo to enter the restricted escape-pod bay, something he would not be able to do otherwise.

In *The Empire Strikes Back*, Luke tells the Rogue pilots that the AT-AT's armor is too strong for blasters. Yet after they take one down using a tow cable, it takes only two shots to destroy the whole thing. Why is this?

In the National Public Radio dramatization of *The Empire Strikes Back*, Wedge identifies the cause of the explosion. "I think its power plant is about to rupture, Luke," says Wedge in the fourth episode, "Fire and Ice." That snowspeeder strafing run may speed up the explosion by a few seconds, but it is more for show.

Based on that precedent, a number of spin-off books have noted that the AT-AT walker's neck assembly is more vulnerable to cannon fire than the rest of its armor. While that is true, it doesn't mean that a shot to the neck will result in an explosion every time. (If that were the case, surely more than one intrepid snowspeeder pilot would have given it a go.)

To re-create the excitement of the Battle of Hoth, several LucasArts video games (such as *Shadows of the Empire*) allow players to rope AT-ATs and shoot 'em while they're down, with satisfyingly explosive results. Those are game mechanics designed to make play more exciting, however, and shouldn't be construed as indicative of what would "really" happen if you went for the throat of an AT-AT.

In 1980, I saw *The Empire Strikes Back* on opening night. I remember one additional scene in that movie that I have not

seen since. At the very start of the Battle of Hoth, while Luke and Wedge are talking in their snowspeeders, Wedge says something to the effect of "If the Death Star could not stop us, these guys sure won't." I remember this scene clearly. Was it only in the first edition of the film release and never seen again?



A vivid imagination and a cherished comic book may account for this recollection. This scene is neither in the film nor in the novelization. It is in the Marvel Comics adaptation. If you collected the monthly series, it's in *Star Wars* 40. It was most recently reprinted as *Classic Star Wars: A Long Time Ago* 3. Luke says to Wedge, "Split your squad into pairs, Wedge. ... We'll try to return some of what those monsters are handing out," and Wedge responds, "Sure! If the Death Star didn't stop you an' me, what can these things do?"

My friend and I were watching *A New Hope*, and right after Han and the gang escape from the garbage pit, Chewie ducks and moans. Han then tells him to stop being such a baby.

What is Chewie so afraid of?

A character trait that was abandoned early in the *Star Wars* films was Chewbacca's cowardly side. In this case, he is scared of the dianoga, the garbage squid that can be heard bellowing as the heroes emerge from the trash compactor. While Luke reports that the creature let go of him and disappeared, it is apparently still in the trash and wants out after the masher scare. In the Marvel Comics adaptation, a dianoga tentacle even reaches out from the muck.

In some early developmental notes about Chewbacca and the Wookiees of Kashyyyk, George Lucas describes the shadowy under-



world of the forest planet: "Underneath the trees, it's very murky down there. Very dark and very swampy and very dreary and mucky and all kinds of ugly little creatures ... a lot of white, soggy things live down there. ... Balls of ugly white pasty flesh with no eyes that absorb things like giant amoebas ... especially Wookiees."

Growing up with such dangers can make even the mightiest Wookiee phobic about creatures like dianogas.



Okay, Qui-Gon and Obi-Wan take a dunk in the lake to find the hidden Gungan city. How do they get perfectly dry when they enter the city?

"Perfectly dry" isn't entirely accurate, as they are still soggy when they step through the membrane. As described in the audio commentary on the Episode I DVD, the amorphous membrane that lets them squeeze into Otoh Gunga acts as a squeegee of sorts, pushing out the excess water. *Inside the Worlds of Episode I*, the DK book that features fantastic cross-sections of various *Phantom Menace* locales, goes one step further.

"Chemical evaporators in portal zone dry off water" from incoming guests, says one helpful callout.

In Episode I there is a scene in the Senate with a strange E.T. look-alike in the bottom-right corner. Is E.T. really part of the Star Wars Senate?

What was meant to be a little inside joke between directors has gotten continuity-minded fans worried about galaxies colliding. A trio of digital E.T. beings is indeed present in a Senate pod as a nod from George Lucas to Steven Spielberg. But what does it really mean? Fans' speculation has included theories that the E.T. seen in the 1982 Spielberg film is really a Jedi, and that he really did recognize Yoda as a sign of "home" during the Halloween scene.

I wouldn't worry about it. Given that the E.T. backstory revealed in the spin-off novel *E.T.: The Book of the Green Planet* seems incompatible with established *Star Wars* lore, I'd chalk up the cinematic allusion to the fact that both our galaxy and the galaxy far, far away are home to both humans and E.T.-type aliens. So there is no direct connection between the fictional universes of E.T. and *Star Wars*.

However, that doesn't stop some authors from having fun with the idea. In *Cloak of Deception*, author James Luceno describes "Senator Grebleips and his trio of large-eyed, puddle-footed delegates from Brodo Asagi." Take a good look at the Senator's name. That same character was mentioned in an online "HoloNet News" headline: "Senator Grebleips to Fund Extragalactic Survey, see NEWS E15."

In *Return of the Jedi*, when Boush and Jabba are negotiating Chewbacca's bounty, do my eyes deceive me, or is there a Sullustan wearing Jedi robes in the background?

There are no Sullustans in Jabba's court. The Sullustans created for *Return of the Jedi* were used only as Rebel characters. While I can't be 100 percent sure of what you spotted, I'm guessing you're seeing a Nimbanel seated in an alcove as Boush first squawks a line of Ubese dialogue. The robes do look Jedi-like, but the *Episode I Visual Dictionary* explains why: "Jedi robes are virtually indistinguishable from the simple robes worn by many species throughout the galaxy. This signifies the Jedi pledge to the service and protection of even the most humble citizen."

This passage also explains why it looks like Uncle Owen is wearing Jedi robes in Episode IV. ☺

Questions?

Do you have a *Star Wars* trivia question that you can't find the answer to? E-mail it to us at QandA@paloo.com or send it to **STAR WARS INSIDER**, 3245 146th Place SE, Suite 110, Bellevue, WA 98007. ATTN: Q&A

DARK LORD OF THE RIFF



R. MARTINEZ

Clone Trooper

NEW STYLE.
NEW SCALE.
NEW ATTITUDE.



Luke Skywalker



Chewbacca™

UNLEASHED
STAR WARS



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